WINNING CHESS EXERCISES

FOR KIDS

JEFF COAKLEY

VISIT…

WINNING CHESS EXERCISES FOR KIDS

JEFF COAKLEY

illustrations by Antoine Duff

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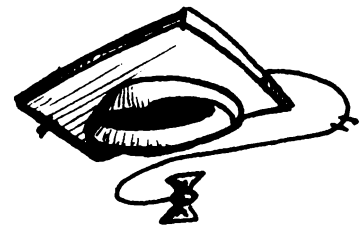
dedicated to

Blue the Dog, Gorgeous Red, and the Yellow Submariners

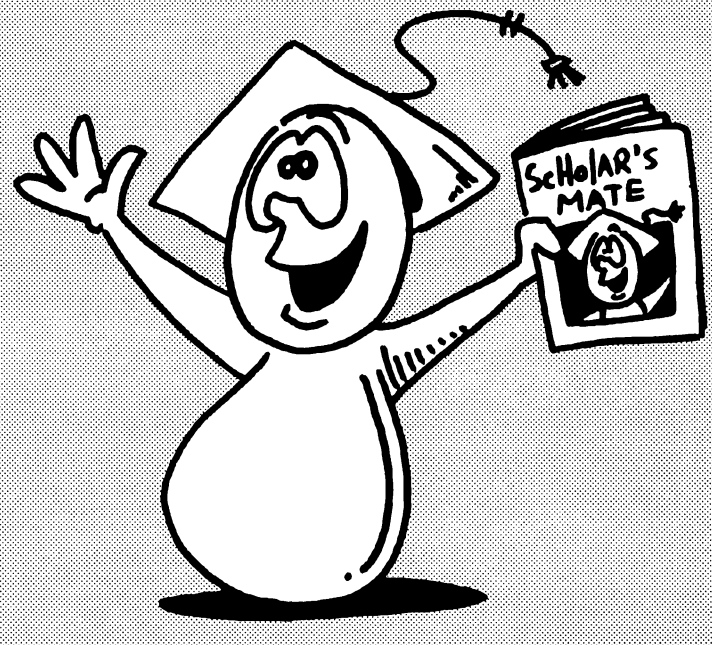


Some of the material in this book was published before in *Scholar's Mate*, Canada's chess magazine for kids. It is reprinted here with permission of Kiril Publishing.

HELLO FRIENDS

My name is KIRIL the PAWN.

WELCOME TO THE BOOK!



CONTENTS

KIRIL'S KLASS

HOW TO IMPROVE	8
CHESS WORKOUTS	22
USING YOUR BRAIN	44

OTHER STUFF

INTRODUCTION	4
INSTRUCTIONS	5
HOW TO READ CHESS	6
EVALUATION SYMBOLS	7
BEST MOVE CONTESTS	11
BEST MOVE SOLUTIONS	134
LILY'S SOLUTIONS	237
FINAL NOTES	240

LILY'S PUZZLERS

21 - 37 - 49 - 57 - 65 - 77 - 87

95 - 105 - 111 - 121 - 133

Lily, Rocky, Biff, me, and Frizoon

LET'S GET STARTED!

The first step is to read the next page. It tells you what you need to know about the exercise sheets in this book. We call them *Best Move Contests* because they are fun and challenging. I hope you feel like a winner when you find the answers!

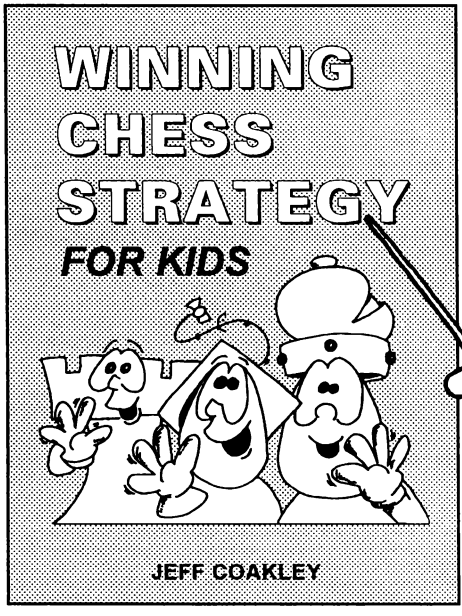
Besides the exercises, there are some puzzlers from Lily the Pawn, plus two special lessons with Major Dooper and Mister Potato that will teach you how to improve at chess.

The solution pages are very long. We give the winning lines, and also explain why other moves are wrong. Good idea, eh?

Thanks to my pals at *Scholar's Mate* magazine for all their help, especially Biff the B, Lily, and Rocky Rook. That's them waving from the second storey windows.

GOOD LUCK, everybody!

Kiril



HEY THERE, BOYS AND GIRLS

If you like my blue exercise book, then check out its green companion!

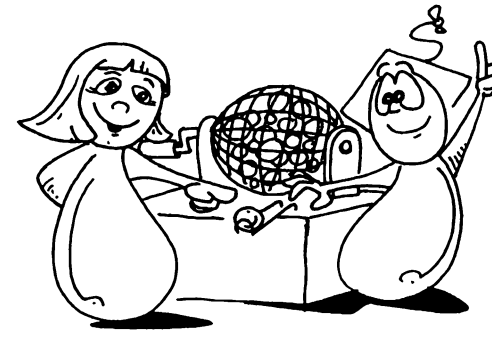
Winning Chess Strategy For Kids is a fun chess course written just for you. It explains in detail the things you will be practising in these exercises.

So if you didn't read the green book yet, you might want to get a copy. It is full of more great cartoons and puzzles.

Still available from most chess stores and pawn shops.

BEST MOVE CONTESTS

INFORMATION and INSTRUCTIONS



White goes first in all positions.

Always play the best defence for black.

There are 100 exercise sheets in total. They start off easy, but get tougher as the book goes on. Each sheet has nine diagrams and one question.

In numbers **1-2-3**, white has a forced **mate**. Usually you can checkmate in four moves or less, but sometimes it takes longer. The three problems have a theme, like "back rank mate", and the last one in the row is the hardest.

In numbers **4-5-6**, white has a combination that wins **material**. At the end, you should be ahead by a piece (N, B, R, Q) or by the exchange (R for B, or R for N). Winning a pawn is not enough. The three problems in this row also have a theme, such as "knight fork".

In the bottom row of positions, there is one **best move** for white. But the goal is not always the same. In some cases, white wins or gets an advantage. In other cases, white draws or gets an equal game.

Number **7** is a defensive problem where white must guard against a threat or save what looks like a hopeless situation. "*White to move and not lose.*"

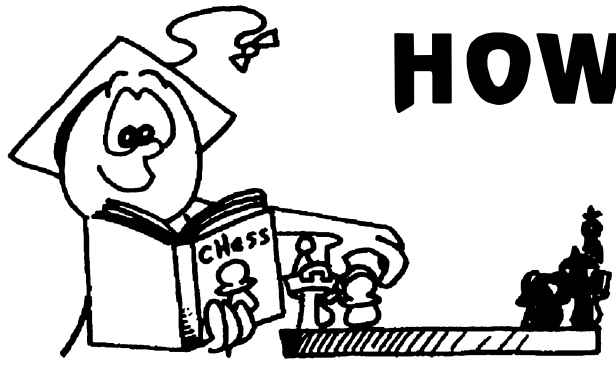
Number **8** is a general problem. Most are middlegame positions, but there are also openings or endings. The best move may be tactical or positional, and its purpose can be almost anything. For example, to develop a piece, force an exchange, avoid a trap, build an attack, create a weakness, or win a pawn.

Number **9** is an endgame. If the position seems equal or better for white, then there is a winning line. If it looks like black stands better, then white has a move that will at least draw.

Number **10** is a bonus question. Some are challenging, some are insightful, some are just fun.

Solutions are at the back of the book. The pointing finger at the bottom of each sheet tells you which page. ☞ *224* means "see page 224". Wrong moves are marked "?" and shown in parentheses and italics after the correct lines. For an explanation of the evaluation symbols, see page 7.

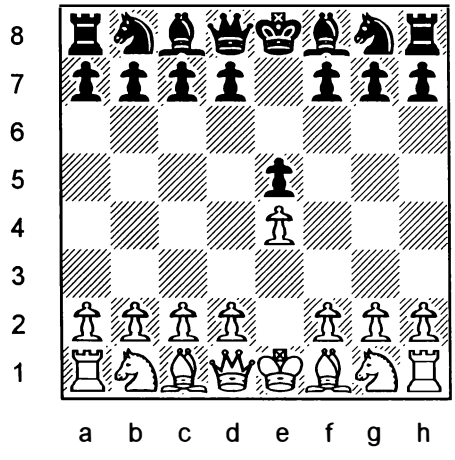
Scoring. The best way to do these exercises is to write down your answers for all ten problems on a sheet before looking at the solutions. Give the whole winning line, not just the first move, and include important alternatives for black. Score 10 points for each correct answer. Only take 5 points if you get the first move, but miss something afterwards. A perfect mark is 100!



HOW TO READ A CHESS GAME

Reading chess is easy as A B C! The board has 8 *files* and 8 *ranks*. Files are the rows of squares that go up and down. Each one is named by a letter. Ranks are the rows that go sideways. Each one is named by a number.

Every square has its own name too. The first part is its file. The second part is its rank. In this diagram, the white pawn has moved to **e4** and the black pawn to **e5**.



When a move is written down, the first capital letter shows which piece moves. **Q** is queen. **R** is rook. **B** is bishop. **N** is knight because the king is **K**. If there's no capital letter, that means a pawn moves.

Next comes the square the piece moves to. **Bc4** shows that a *bishop moves to the square c4*.

When a piece is captured, an **x** is put before the square. **Qxf7** means that a *queen takes on f7*.

When a pawn captures, the letter of the file it starts on is given first, then an **x** followed by the square it takes on. **exd5** says a *pawn on the e-file captures on the square d5*.

Sometimes there are two pieces of the same kind that can move to the same square. When that happens, another small letter is written after the piece to show which file it came from. **Rae1** says that the *rook on the a-file moves to square e1*.

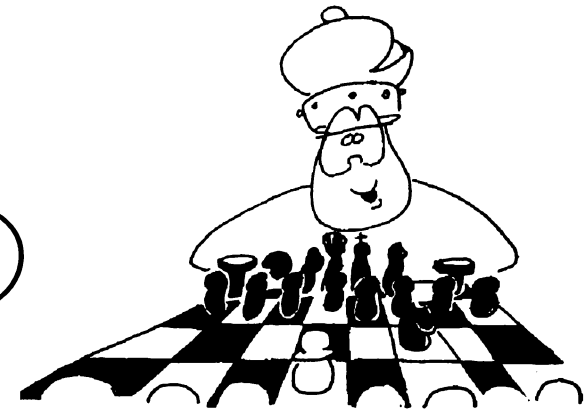
If the pieces that can move to the same square are also on the same file, we show which piece moves by using the number of the rank that it started on. **N6e4** means that the *knight on the 6th rank moves to e4*.

Here are some special symbols :

+	**check**
#	**checkmate**
O - O	**castles kingside**
O - O - O	**castles queenside**
e. p.	**en passant**
=Q	**promotes to queen**
1 - 0	**white wins**
0 - 1	**black wins**
½ - ½	**draw**
!	**excellent move**
?	**mistake**
!?	**cool move**
?!	**weird (weak) move**

For an explanation of the evaluation symbols used in the solution pages of this book, talk to Biff the B. He's right next door at Chess Lingo.

CHESS LINGO



LET'S "EVALUATE"

The word '*evaluate*' means to put a value on something. In chess, we make an *evaluation* when we decide which player has the better position.

To evaluate a chess position, we have to think about several things. Material, king safety, and freedom of the pieces are all important.

We must also look at the possible plans and tactics for each side and see how the game might continue.

After analyzing all the "elements" of a position, we combine them into our overall conclusion.

Many chess books and magazines use the following special symbols to show their evaluations:

+– *White is winning.*

± *White has the advantage.*

⩲ *White has a slight advantage.*

= *The position is even.*

∞ *The position is unclear.*

⩱ *Black has a slight advantage.*

∓ *Black has the advantage.*

–+ *Black is winning.*

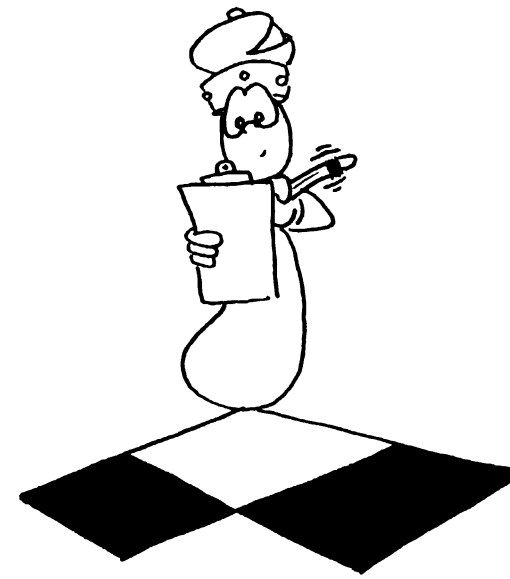
Calling a position "even" is not the same as saying it's a draw. It can also mean that both sides have an equal chance of winning.

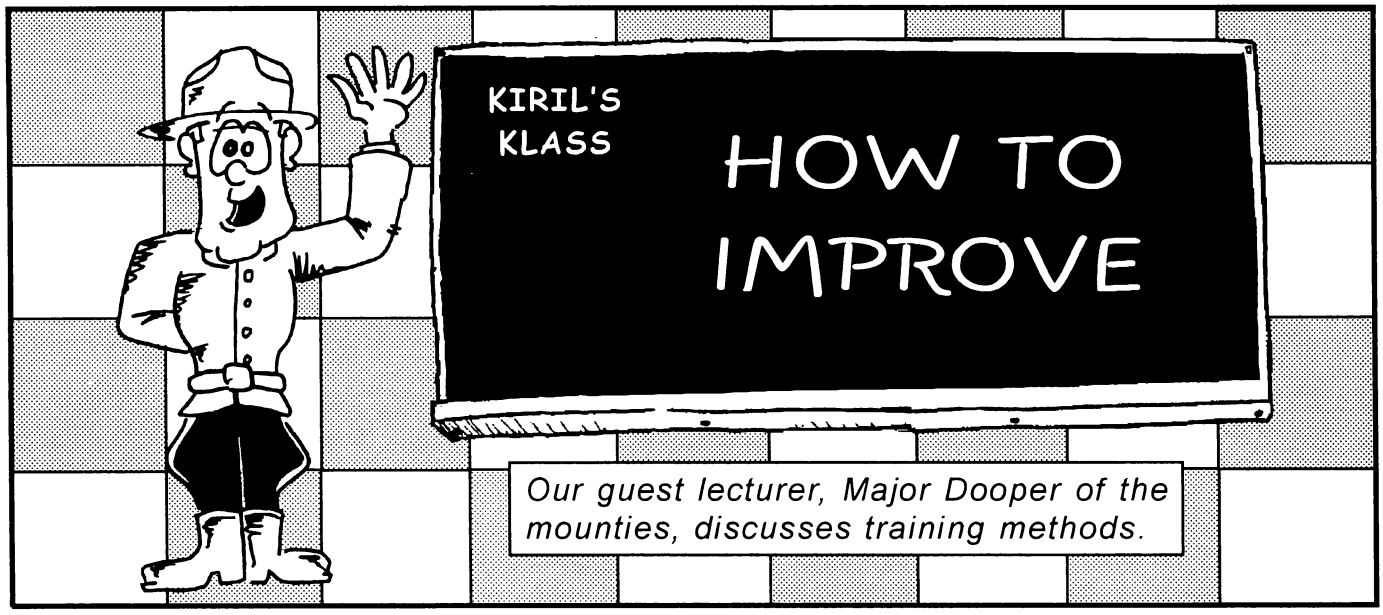
A "slight advantage" means that one player stands a little better. Maybe they have a lead in development or the opponent has doubled pawns.

We say that somebody has "the advantage" if they are up a pawn or they have something just as good as a pawn, like a big attack. But when the other side has active pieces or a counterattack, then an extra pawn is not enough to claim the advantage.

A player is "winning" a game when they are ahead in material by more than a pawn, and the opponent has nothing in return. A super powerful attack may also be a winning edge. In some endings, an extra pawn is considered a winning advantage.

An "unclear" position is roughly balanced but very complicated.





Our guest lecturer, Major Dooper of the mounties, discusses training methods.

Nobody is born a chess champion. Even gifted players must work at the game if they want to improve. Talent is not enough. Good study habits and determination are just as important.

Anyone can become a strong chess player if they are willing to put in the necessary time and effort.

TACTICS!!

The one thing that separates players the most is tactics. The ability to see ahead and calculate variations is the key to winning.

You can increase your tactical skill by solving problems like those in this book. Here are some tips on the best way to do the exercise sheets:

1. Set up the positions on a board if you find that easier than looking at a diagram. But always try to find the solution in your head, without moving the pieces. This makes it more like a real game.

2. Write down your answers. Do not rush to check the solution as soon as you see a good move. Work out the variations first. Look for hidden defences. Remember, obvious moves are often wrong!

3. Take your time. The main goal in tactics is accuracy. It's better to work for two hours on a sheet and score 90% than to spend twenty minutes and get 60%.

4. Don't give up easily. If a problem seems too difficult, go on to another position, and come back to it later. A fresh look the next day is sometimes all it takes to find the winning idea. If you still can't solve it after several tries, then look up the solution.

5. When you complete a sheet, check your answers. If you get any wrong, figure out why. Once you understand your mistake, then try again to find the correct solution.

Even if you have the right answer, it is still instructive to play through the wrong moves on the solution pages.

6. Keep track of the problems that you miss or have trouble with. These are the positions that can teach you the most. There is something about them which shows a weak spot in your chess skill. When you are done with the book, redo these problems to reinforce what you have learned.

7. Don't be in a hurry to finish all 100 sheets. This is at least a year's worth of material. You won't learn as much by speeding through them. To do well on the harder problems in the latter part of the book, you need to put enough work into the early part. Doing one or two pages each week is a normal pace for making steady progress.

8. This is a workbook. Work at it. The problems are challenging. Don't expect to solve them all. But make the effort, that's the main thing. The search for ideas and calculation of variations is what matters. The *best move* is not the goal. The method of finding it is.

PRACTICE

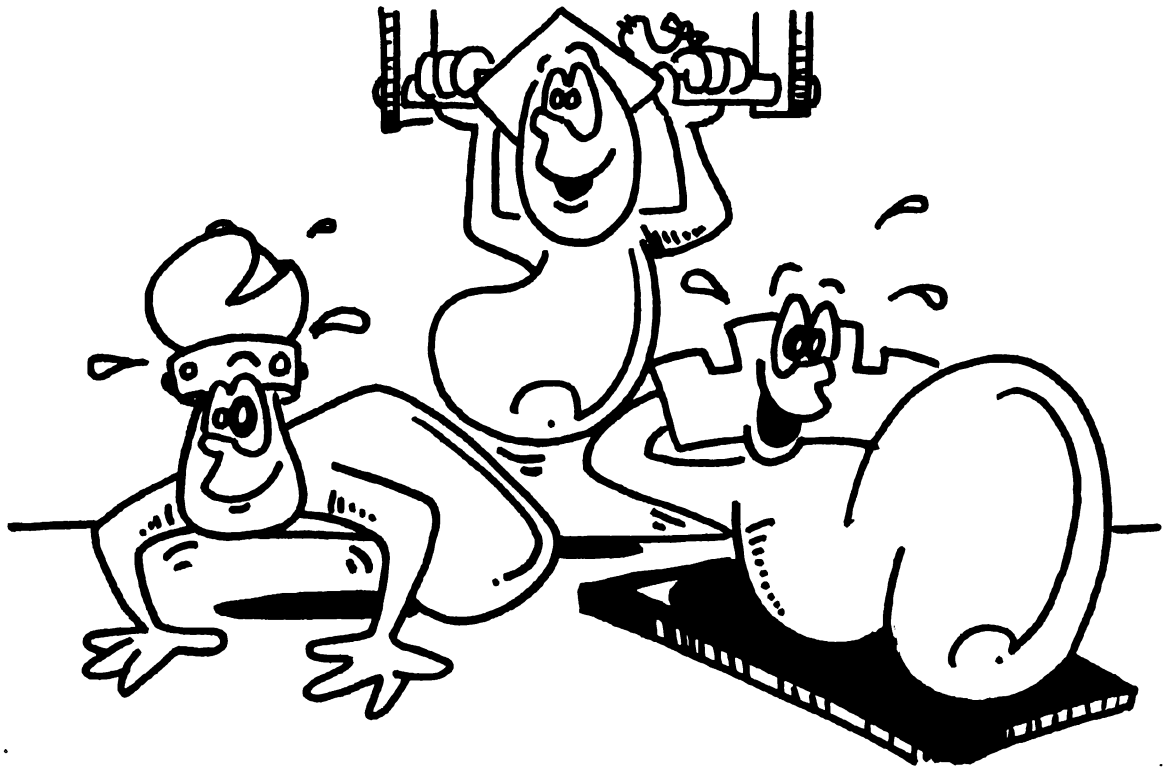
If you want to get better at chess, you have to practise regularly. A few games a week are essential.

They say "Practice makes perfect," but that's only true when it is good practice. So stay focused and play seriously. Quick and sloppy games will not help you improve. Consistent accurate play is what to aim for.

It's best to practise with stronger players. Or against someone just as good as you. Nobody gets better by beating up on easy opponents. They let you get away with inferior moves. You want a player who will see your errors and force you to be sharp.

Playing against a computer is good, but human opponents are preferable.

The internet is an excellent place to practise. There are lots of websites where you can always get a game. But don't waste your time on blitz. It only gives you bad habits. You need to practise thinking, so avoid games where you have less than 15 minutes.



Besides playing normal games or doing the "chess workouts" given on page 22, you can also practise:

- *Winning a won game* by playing out the positions reached at the end of the combinations on the second row of the exercise sheets.
- *Middlegame planning* by playing on from the end positions of the lines in opening books. Choose openings that you use or you want to learn.

STUDY TIME

Improving is a long slow process. You have to be dedicated. The more time you can devote to chess, the quicker your progress will be.

The hours you spend on the game should be divided between practice, problem solving, and book study.

Read books on different subjects: endings, openings, strategy, or game collections. A balanced approach will make you a well-rounded player.

Spread your chess throughout the week. It is much better to study one hour per day than to have one long session on the weekend. Try to set up a regular schedule.

ENDINGS

If the endgame is not your friend, then it's your enemy. Don't scrimp on studying this part of chess.

After tactics, endgame technique is the most practical skill you can develop. A good endgame player will win the close battles and draw the tough ones. Work extra hard on the #9 problems in this book.

OPENINGS

Learning openings is important but they're only one part of the game. Don't make the common mistake of focusing your studies on them. If you understand the general principles of good opening play, you will always reach a decent middlegame.

Your choice of openings is a big decision. Play whatever you think is cool, but stick to the same lines. It takes time to master an opening and gain the experience you need to play it well.

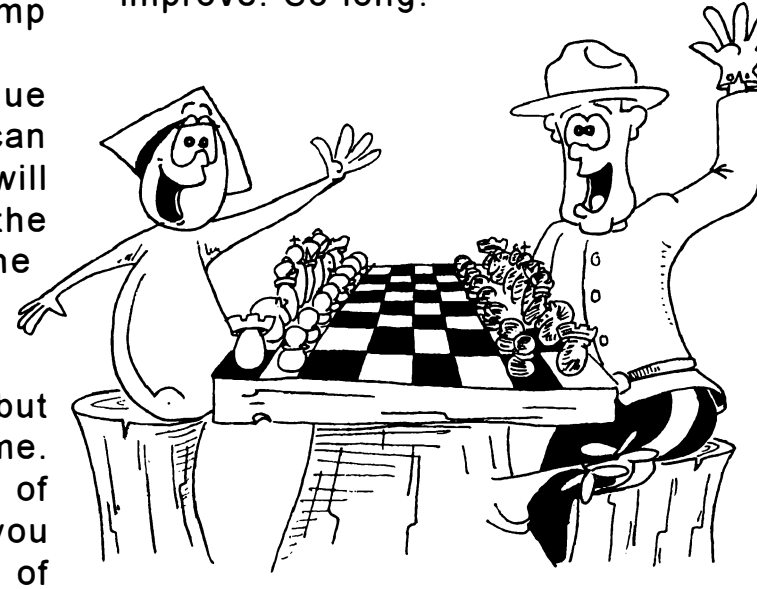
As black, pick one defence against 1.e4 and one against 1.d4. As white, choose a first move, then learn one setup against each black defence. Restrict your opening study to these lines. After every game, check to see where you left "the book".

TOURNAMENTS

Play in as many tournaments as you can. For the aspiring player, there is no substitute for serious competition. When you have a choice of sections, play one group above your rating.

Win, draw, or lose, every game is a lesson. If you do not have a coach, analyze them with a stronger player or a computer. Identify the winning move, the mistakes, and the places where you could have played better. This material is pure gold.

Well, good luck, everybody. I know you'll enjoy chess even more as you improve. So long!



BEST MOVE CONTEST 1

MATE

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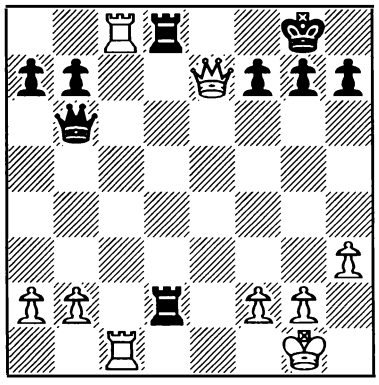

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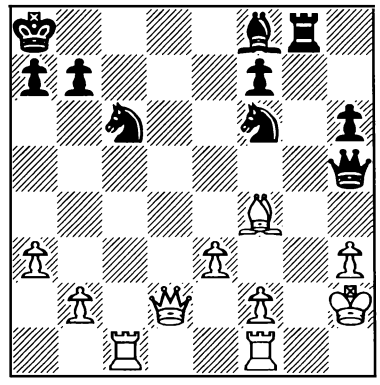

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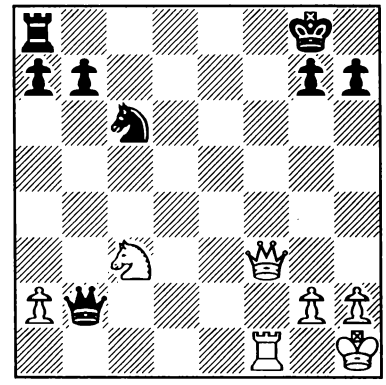

MATERIAL

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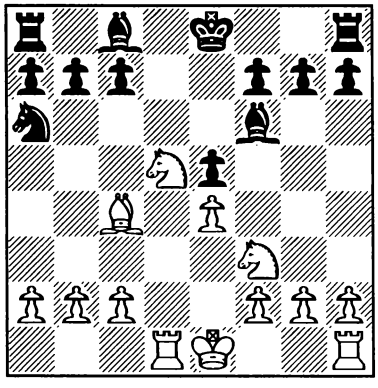

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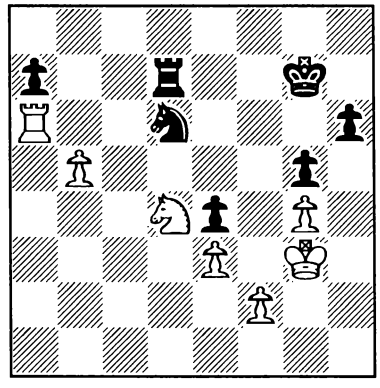

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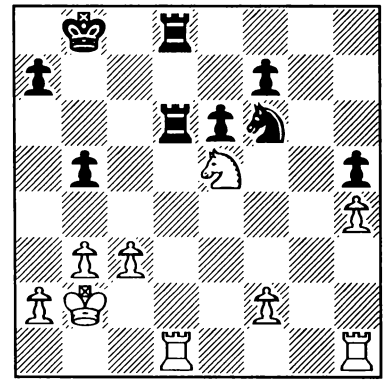

BEST MOVE

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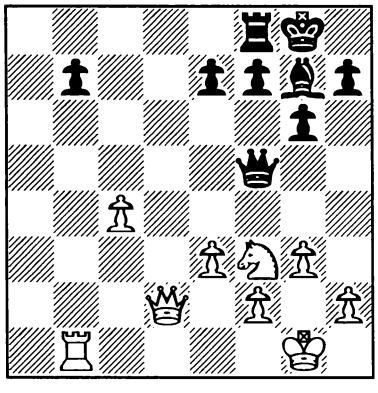

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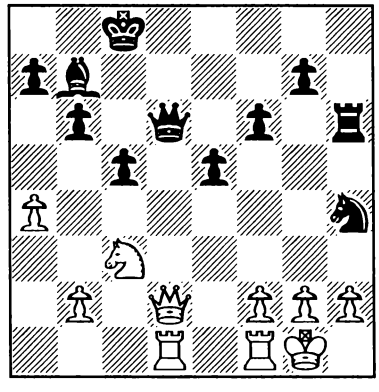

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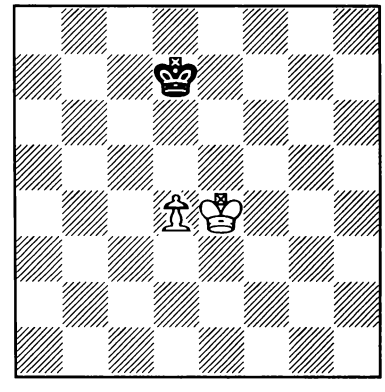

❿ How many squares are on the edge of the board?

BEST MOVE CONTEST 2

MATE

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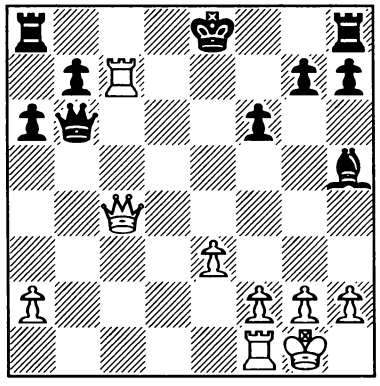

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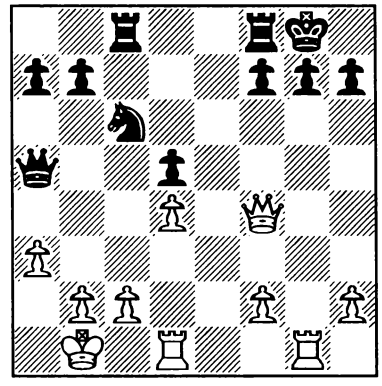

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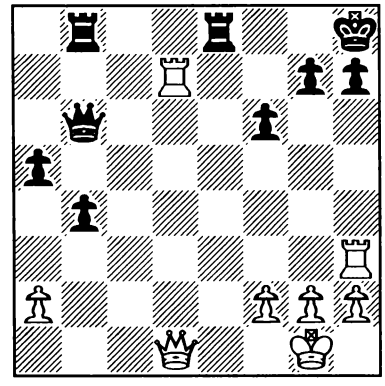

MATERIAL

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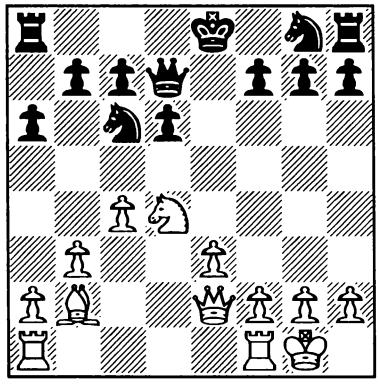

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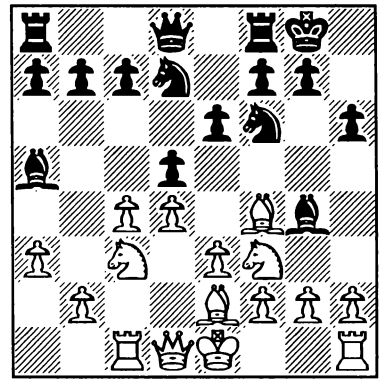

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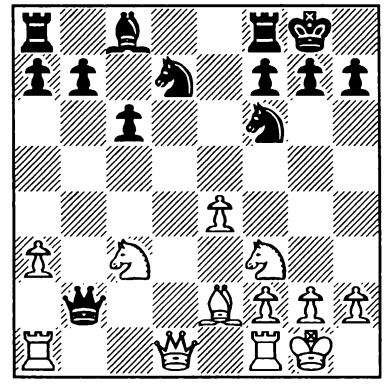

BEST MOVE

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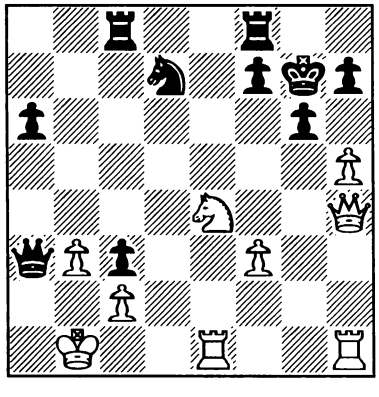

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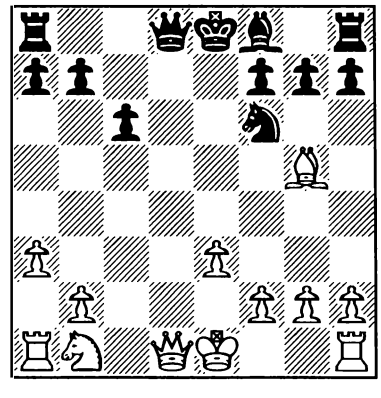

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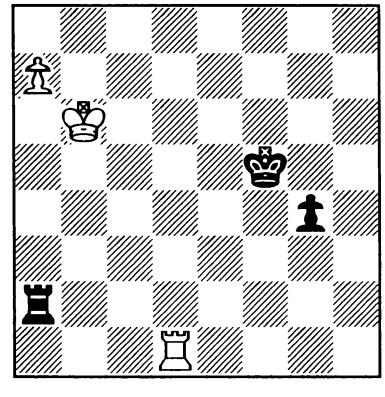
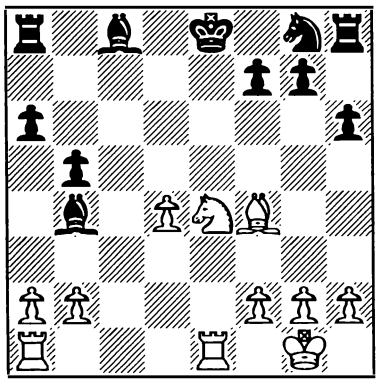


❿ Is it possible to answer a check with a check?

BEST MOVE CONTEST 3

MATE

❶



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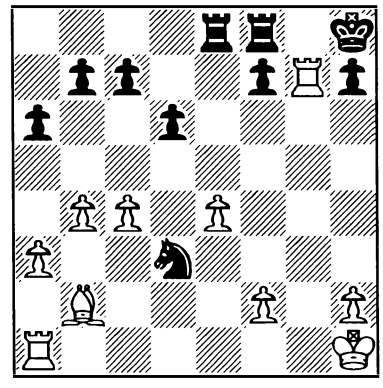

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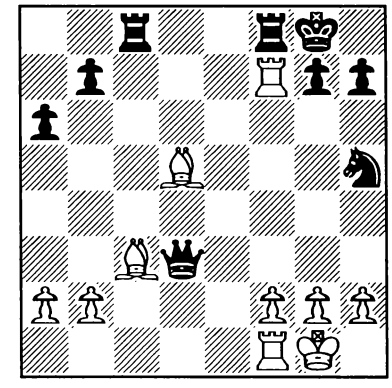
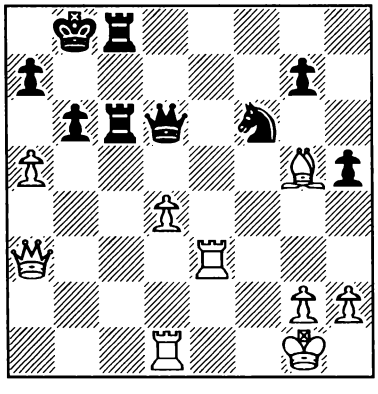


MATERIAL

❹



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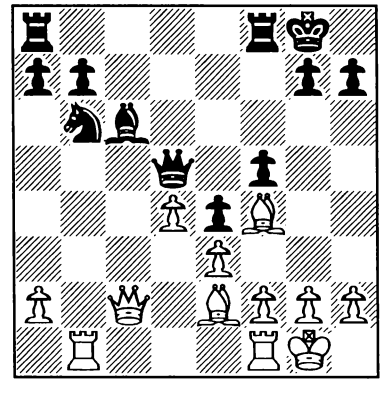

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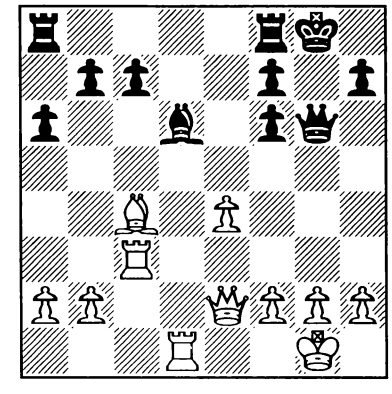
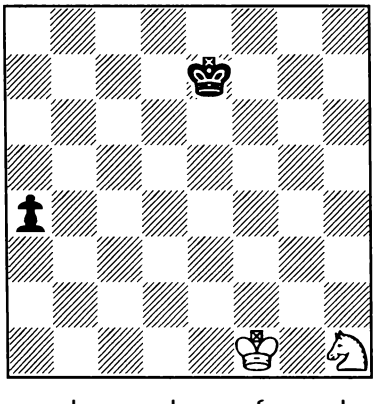


BEST MOVE

❼



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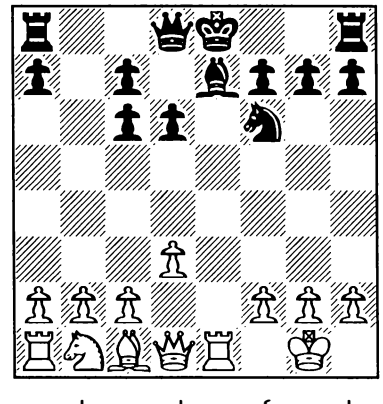

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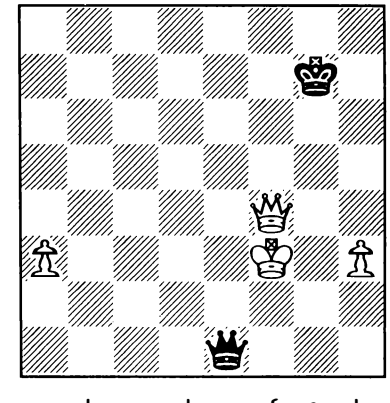
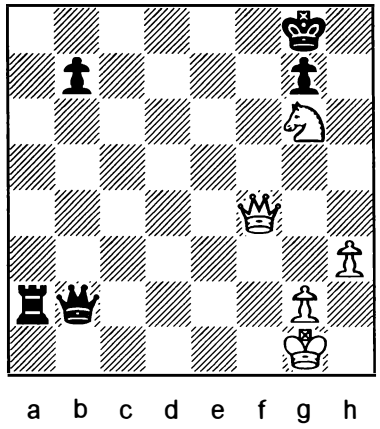


❿ Is it possible to answer a check with a double check?

BEST MOVE CONTEST 4

❶



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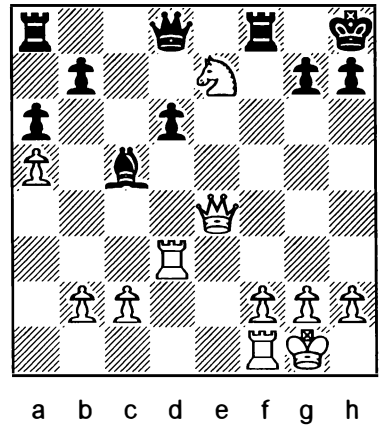

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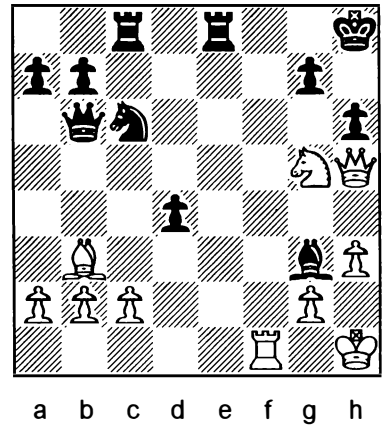
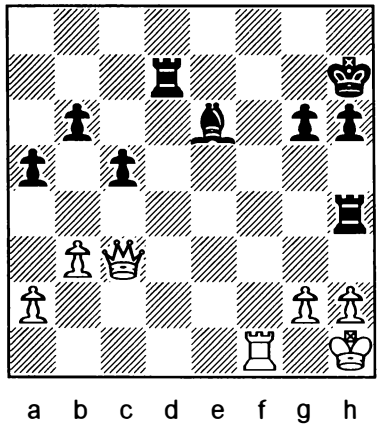


MATE

❹



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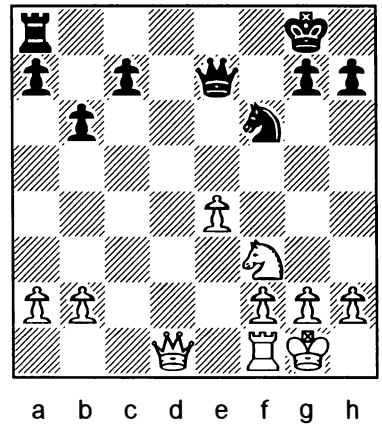

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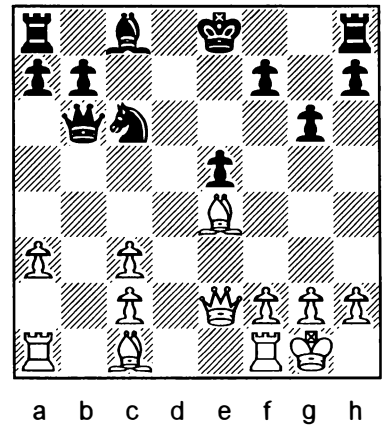
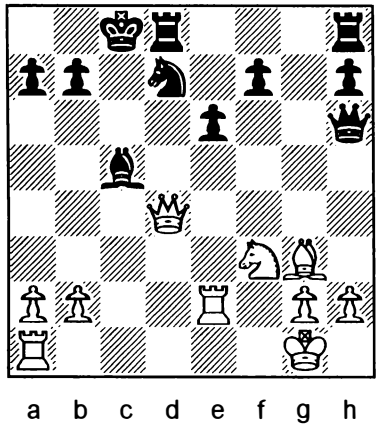


MATERIAL

❼



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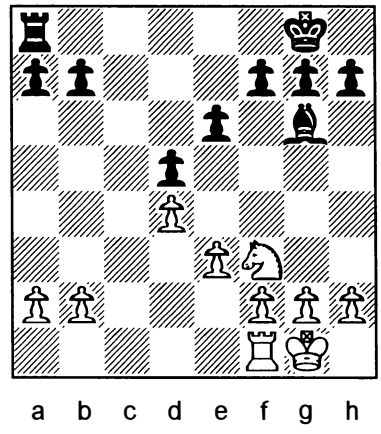

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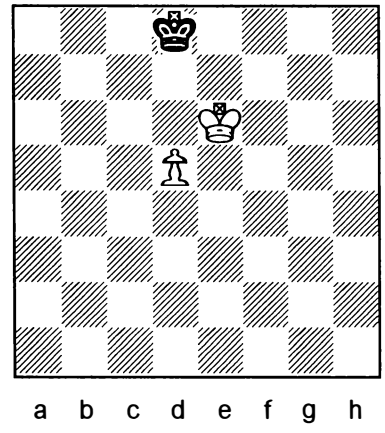
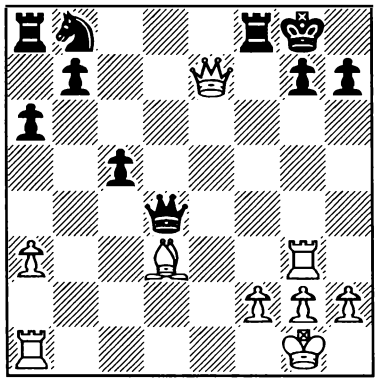


BEST MOVE

❿ Name all the pieces that can move diagonally.

BEST MOVE CONTEST 5

❶



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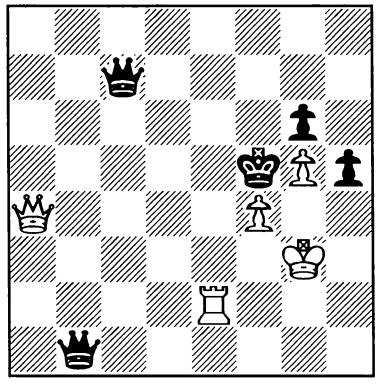

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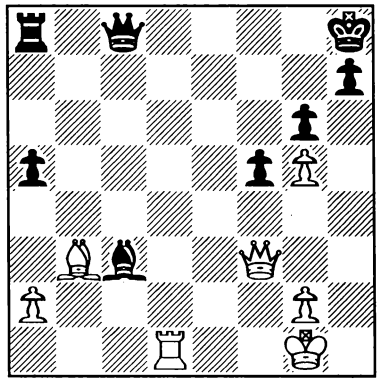
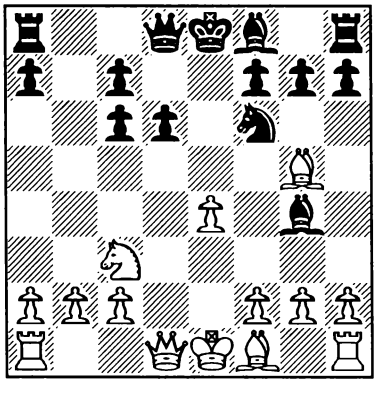


MATE

❹



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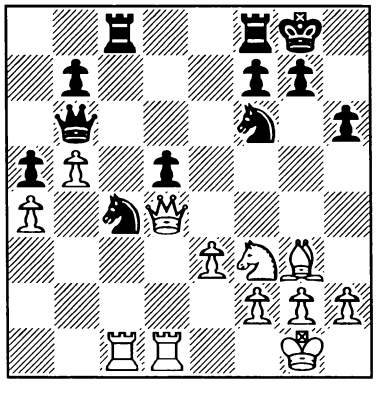

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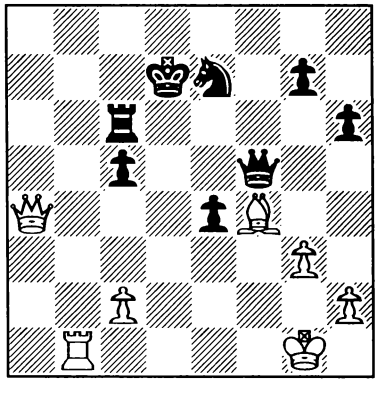
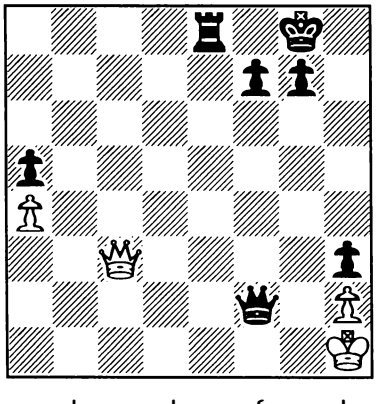


MATERIAL

❼



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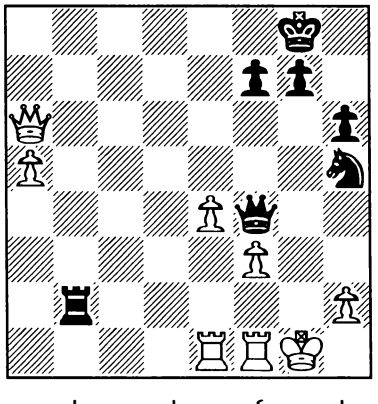

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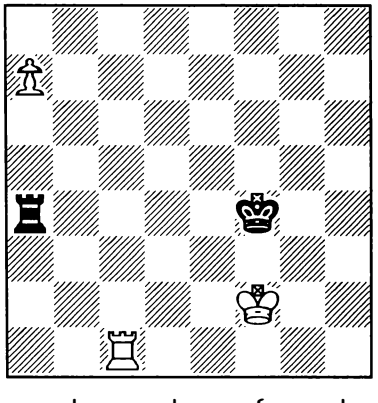


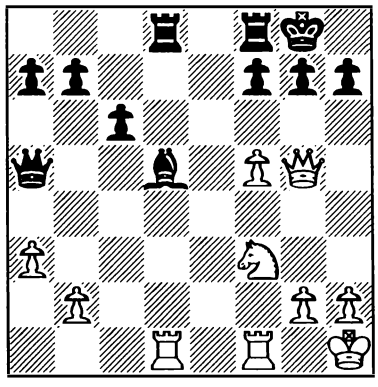
BEST MOVE

❿ How many diagonals are there on a chess board?

BEST MOVE CONTEST 6

MATE

❶



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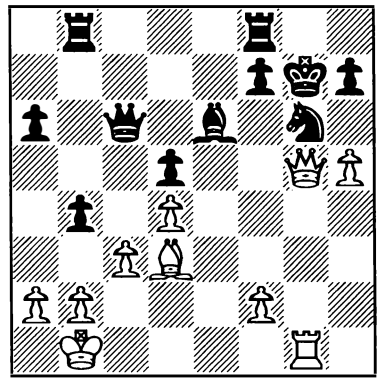

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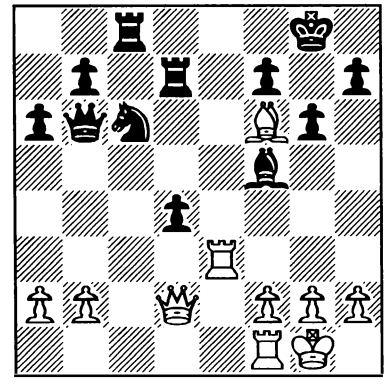
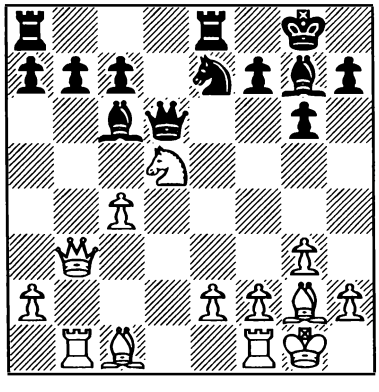


MATERIAL

❹



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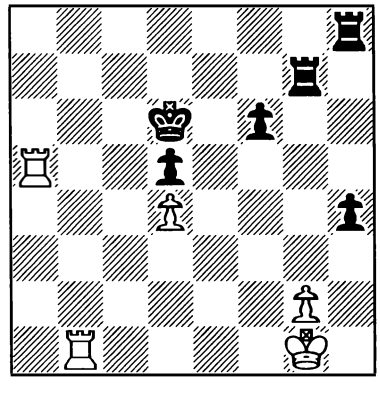

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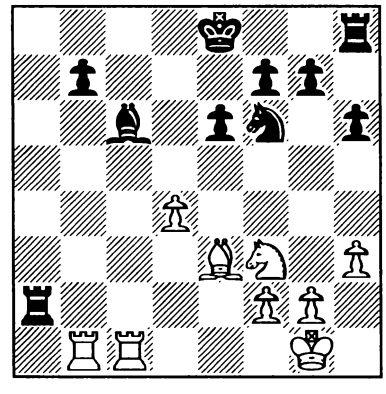
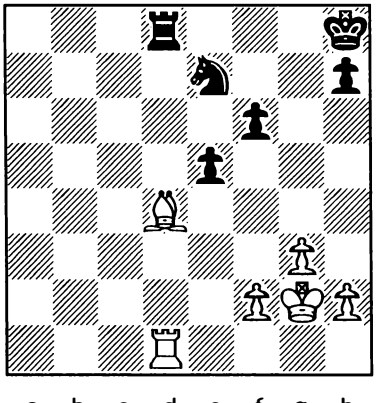


BEST MOVE

❼



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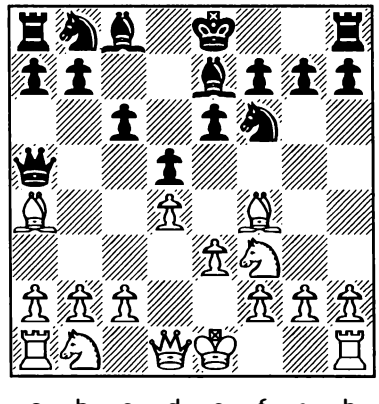

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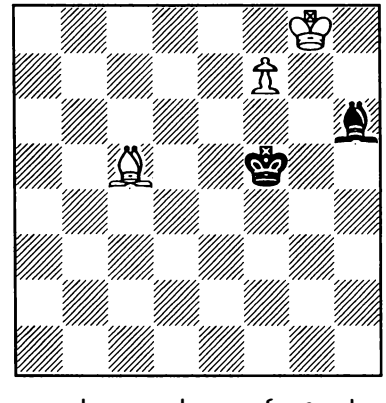


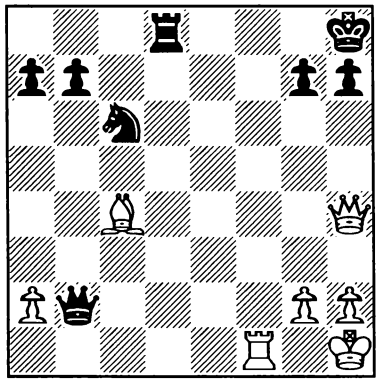
❿ Which pieces can move in eight directions?

136 ☜ WHITE TO MOVE

BEST MOVE CONTEST 7

MATE

❶



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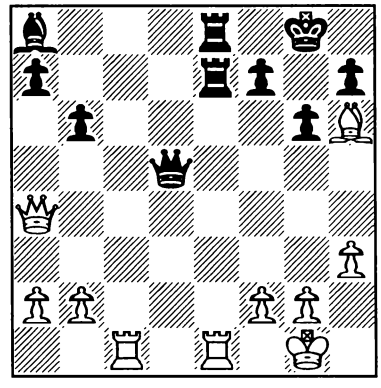

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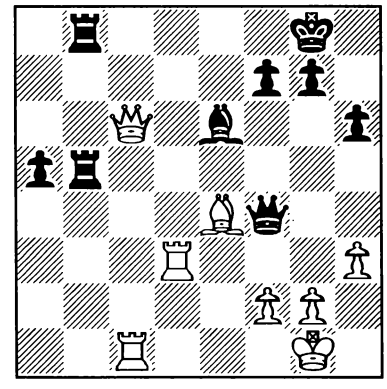
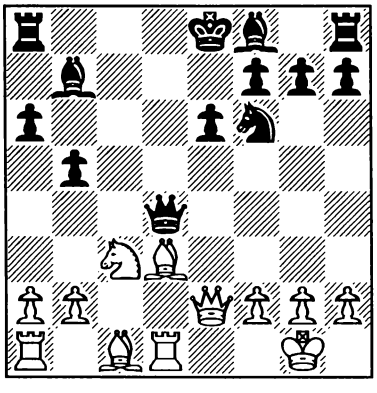


MATERIAL

❹



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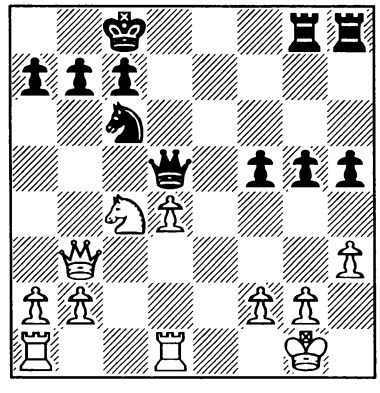

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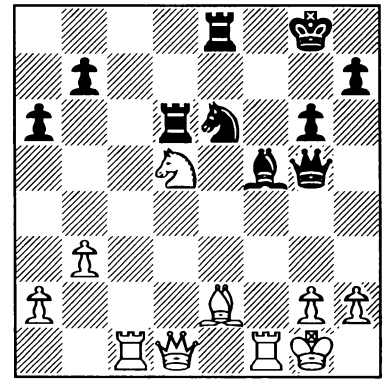
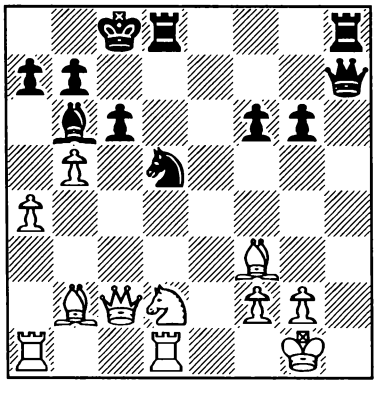


BEST MOVE

❼



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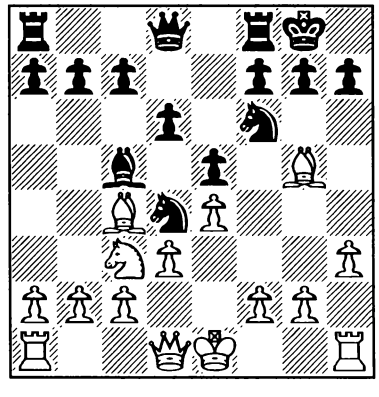

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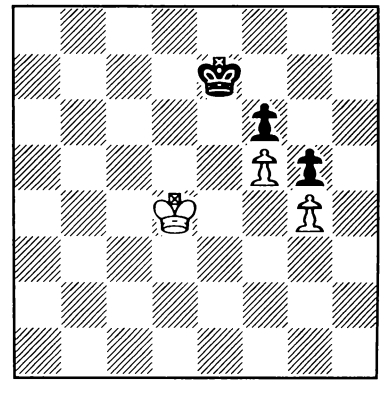
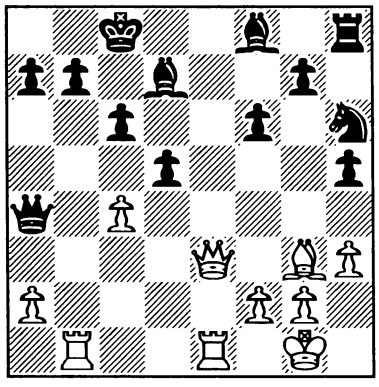


❿ In the starting position, which pieces are not protected?

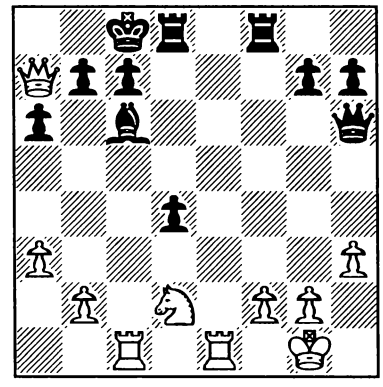
BEST MOVE CONTEST 8

MATE

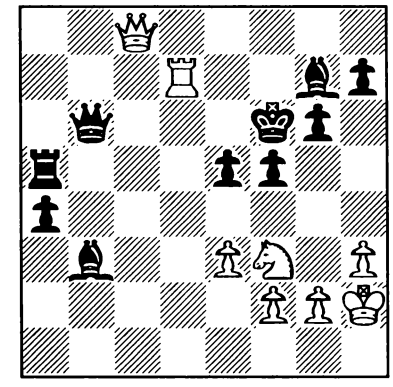
❶



❷

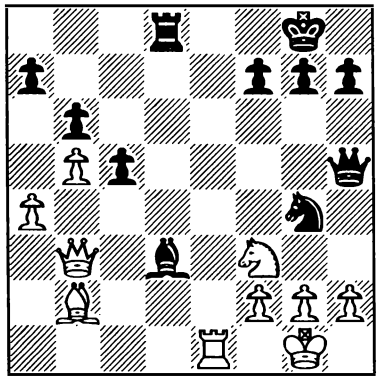


❸



MATERIAL

❹



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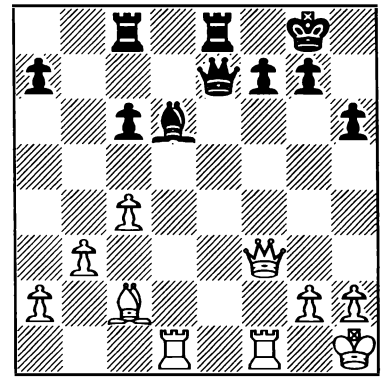

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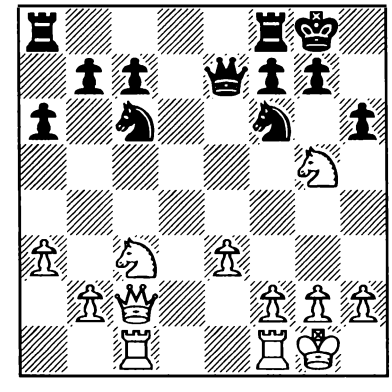
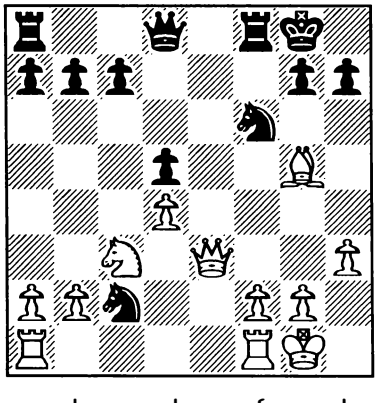


BEST MOVE

❼



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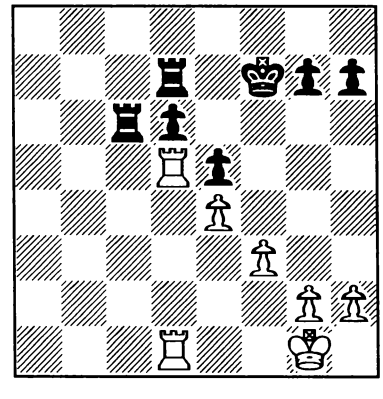
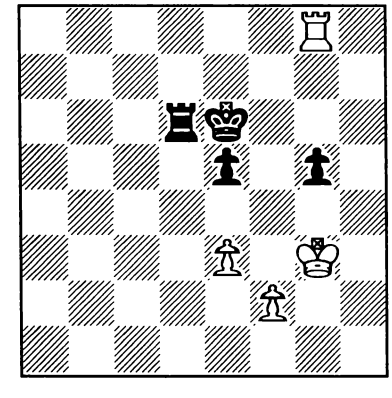


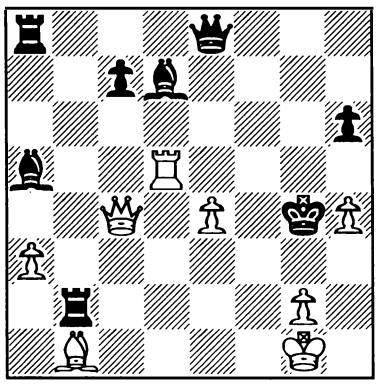
❾



❿ Which pieces move in a straight line (rank, file, or diagonal) as many squares as they want?

BEST MOVE CONTEST 9

❶



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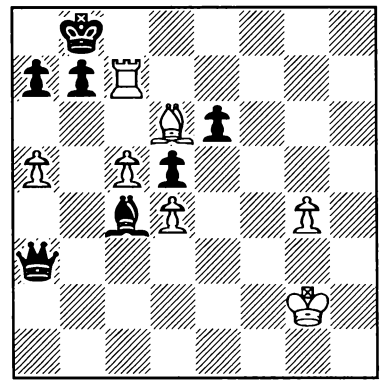

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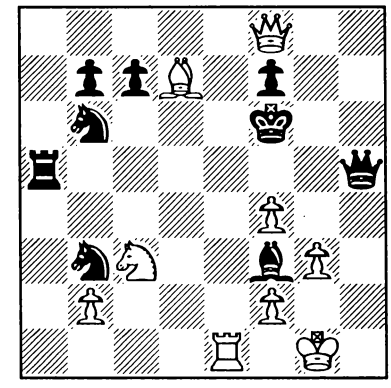
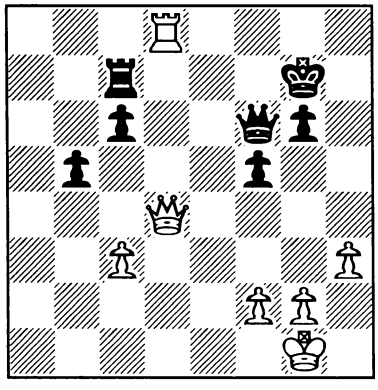


MATE

❹



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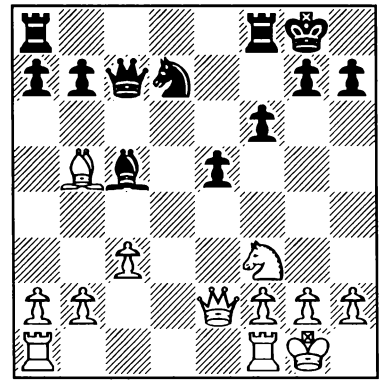

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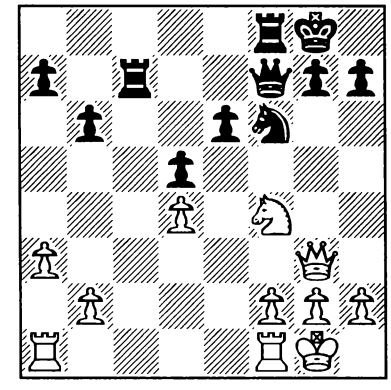
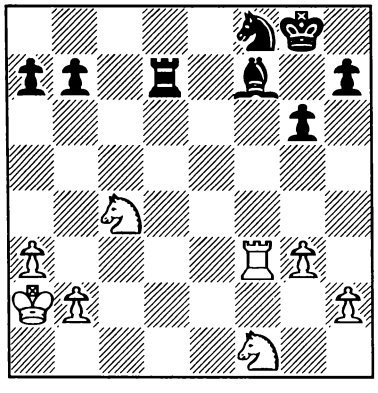


MATERIAL

❼



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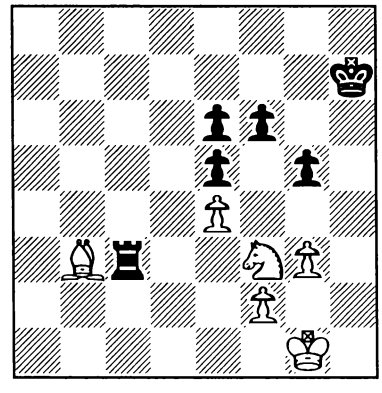

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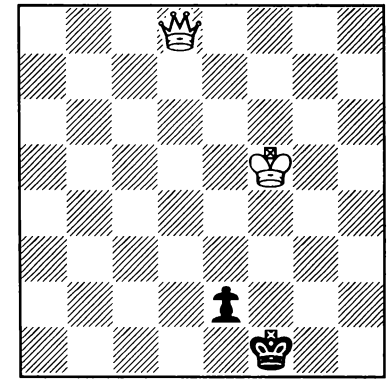


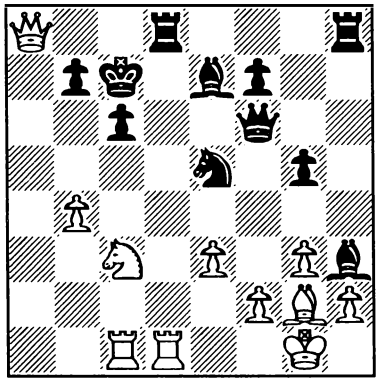
BEST MOVE

❿ Which piece always moves to a square of the opposite colour it came from?

BEST MOVE CONTEST 10

MATE

❶



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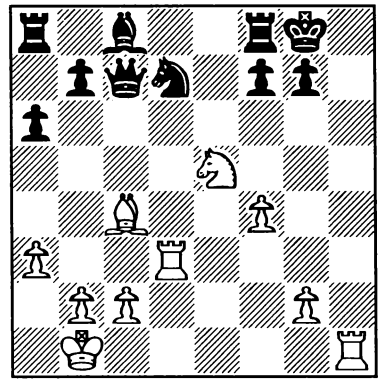

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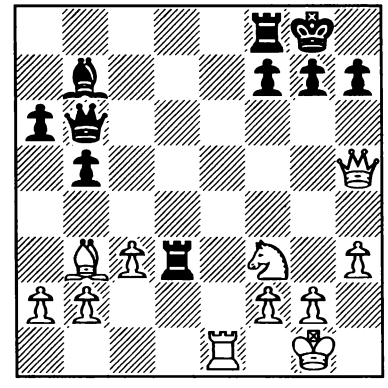
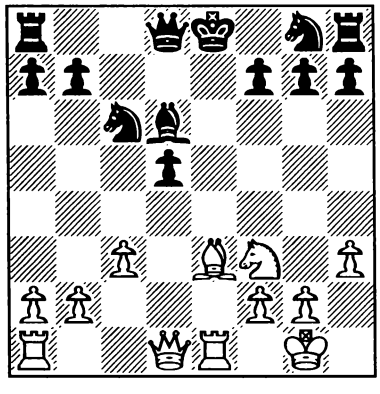


MATERIAL

❹



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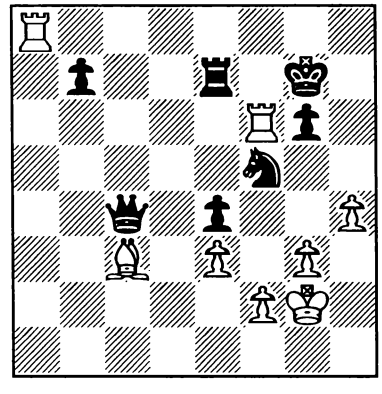

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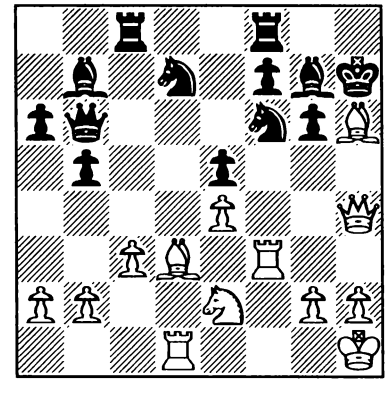
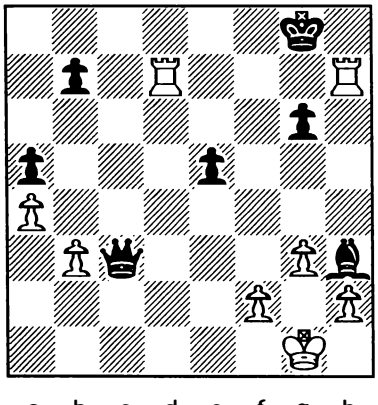


BEST MOVE

❼



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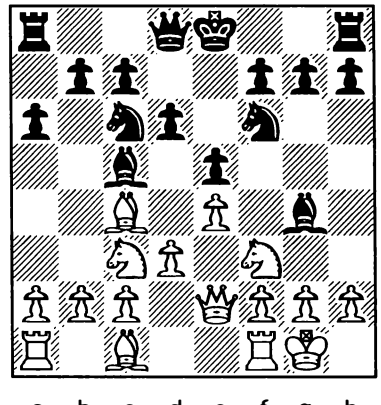

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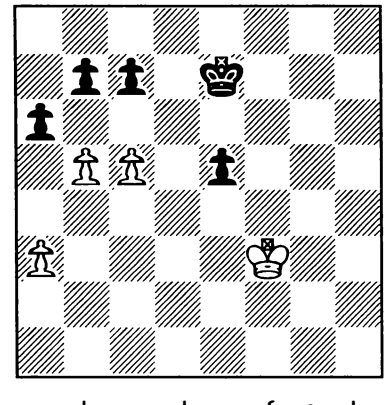
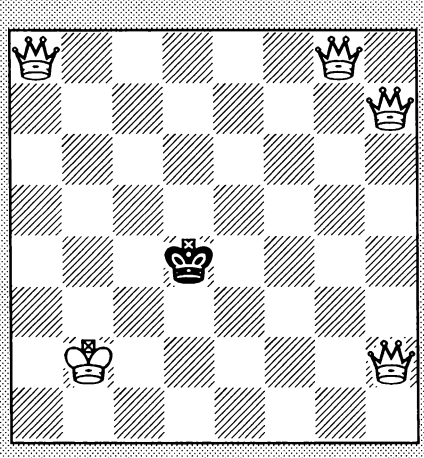
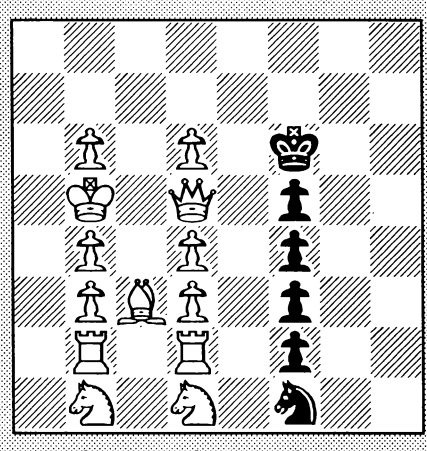


❿ How many squares have eight neighbours?

LILY'S PUZZLERS



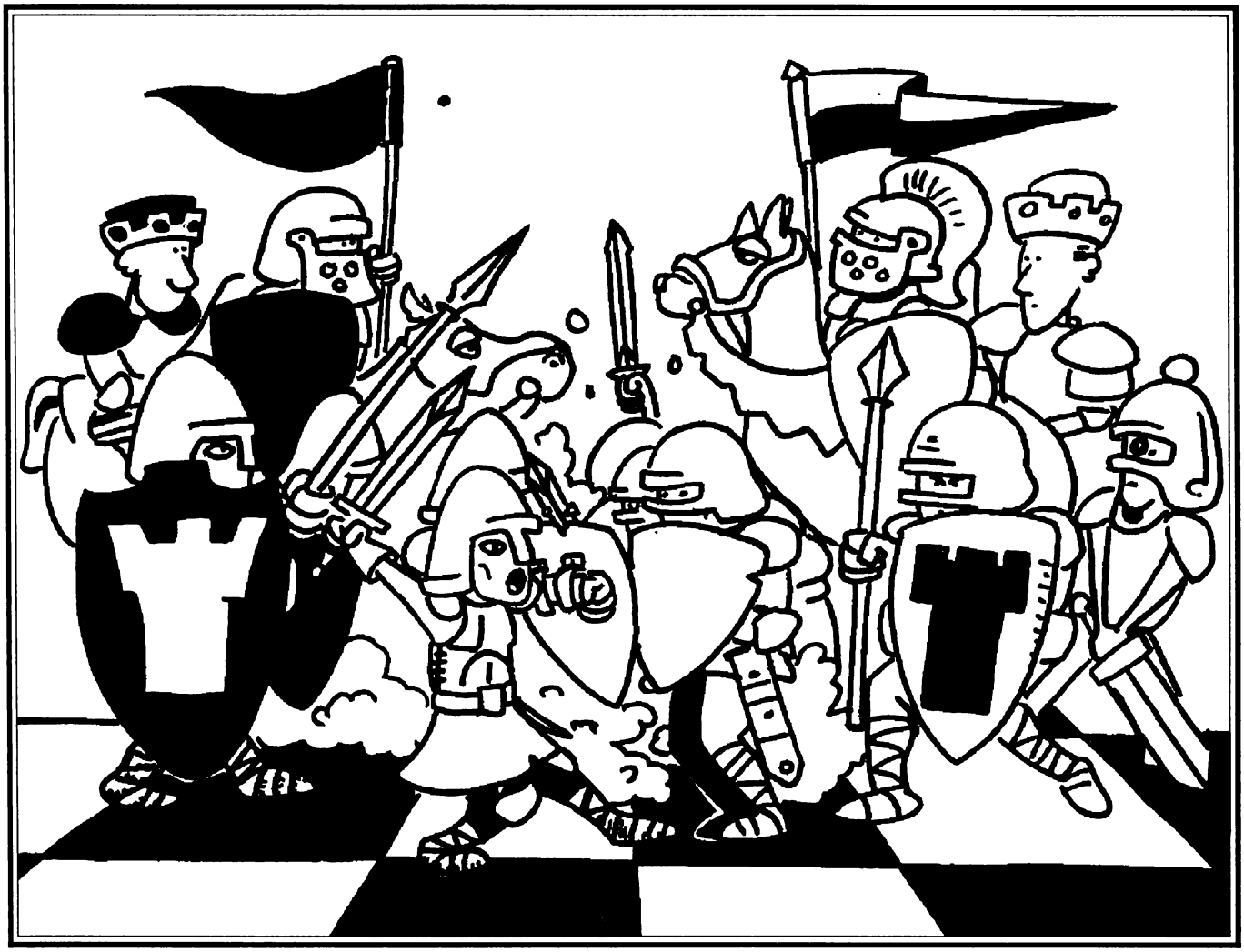
MATE IN 1

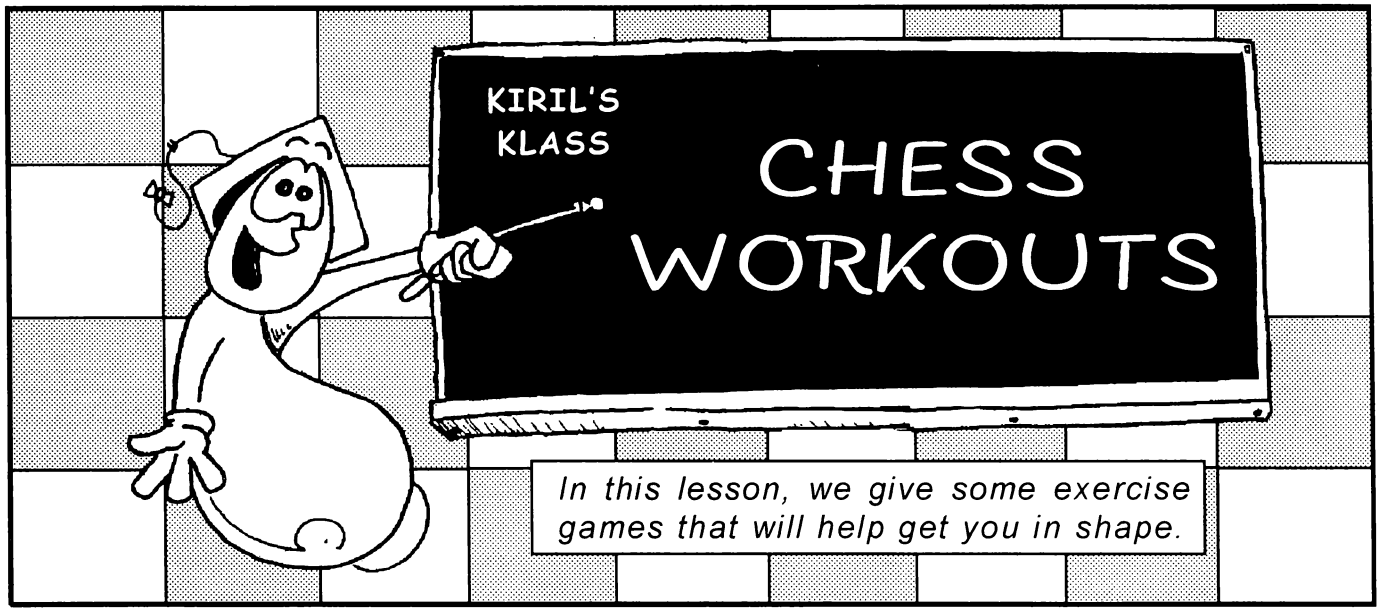


MATE IN 2

1 WHITE TO MOVE

SOLUTIONS PAGE 237





One way to get better at chess is to play practice games. But you don't have to start with all the pieces on the board. There are lots of exercises with fewer pieces that can improve your skills. And guess what? They're fun!

The first part of this lesson covers basic exercises for players who have not studied chess before. Once you get good at these, then you can go on to the more advanced games.

It's best to do these exercises with a stronger player, or at least against somebody who is as good as you. If you have trouble finding an opponent, you can also do them on a computer. Programs usually have a feature that lets you set up positions.

To get the most from the exercises, write down the moves and replay them afterwards. Look for mistakes, better plans, and important alternatives. You can then start playing again from any position that is interesting.

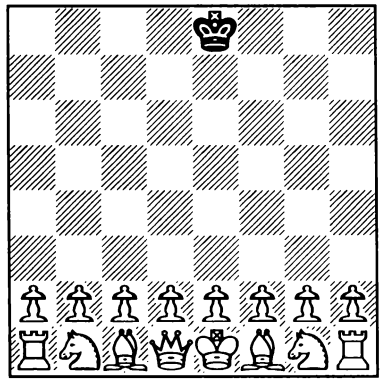
Unless it says otherwise, the rules for these games are the same as in regular chess. (Only the *King Game* and *R's vs. P's* have special rules.)

BASIC MATE EXERCISES

The goal in these three games is to checkmate the black king as fast as possible. Count the moves and keep track of your record.

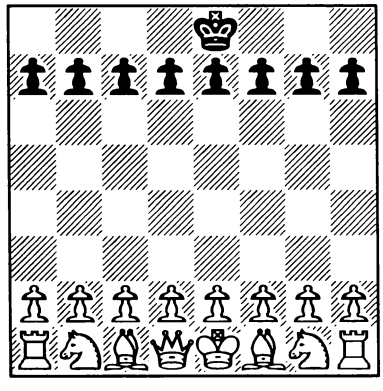
If you want some extra fun, then play the mate exercises with a friend as a DUEL. Each player gets white once and black once. Whoever mates the quickest is the winner.

ONE ARMY - ONE KING



This battle should not last more than 10 moves. The queen plus one or two other pieces are enough for the job.

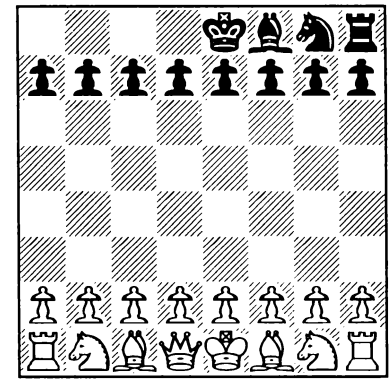
WALL OF PAWNS



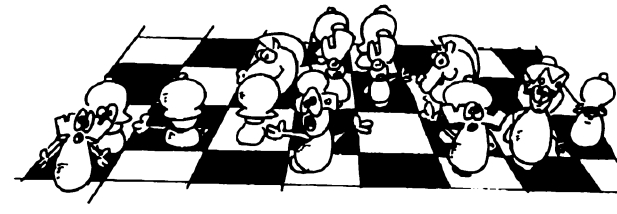
Mate in less than 10 moves against the *Wall of Pawns* is excellent. More than 20 is too slow. Sacrificing a piece is often the shortest road to victory.

If you're the defender, don't advance too many pawns. Opening the position only helps the attacker. Hang back and force white to break through.

CASTLE DEFENCE



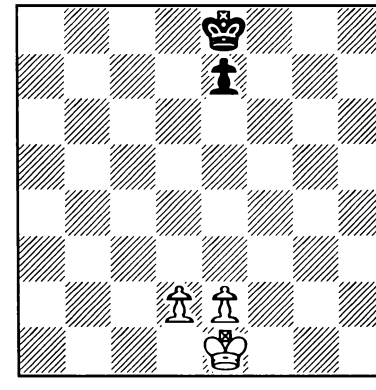
Black will normally castle kingside in *Castle Defence*. White can practise attacking different formations if black varies how they develop their bishop (fianchetto on g7 or centralize on e7).



BASIC ENDGAME EXERCISES

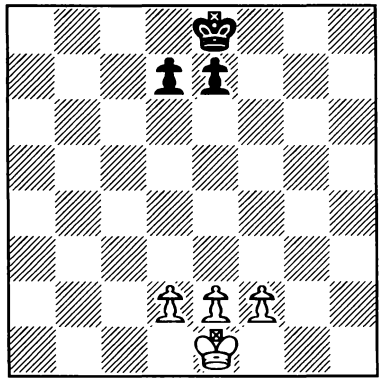
The next group of games are endings where white is ahead by one or two pawns. The main thing to learn here is how to *control* what happens on the board. One slip will usually allow black to hold the draw.

TWO-ON-ONE



This ending is always a win, but white must decide carefully when to block or trade pawns. (*See problem 9 on Best Move Contests #1, #4, #19, #40, #52.*)

THREE-ON-TWO

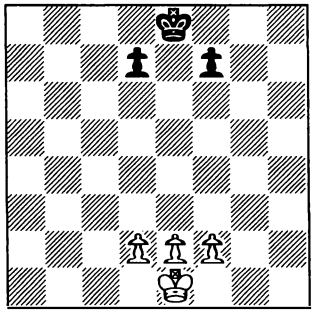


White should score 100%. However, this endgame can become difficult (or impossible) to win if:

1. the white pawns advance without the support of their king.
2. an exchange leaves white with isolated pawns (and no passer).
3. the pawns get blocked and white has a backward pawn.
4. the black king attacks the white pawns from beside or behind.

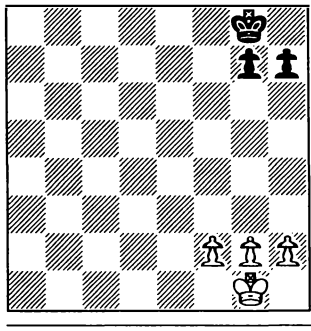
Below are two variants of the game. In the first, black's weak pawns make it easier for white to win. Black has greater chances to draw in the second version because white has an h-pawn.

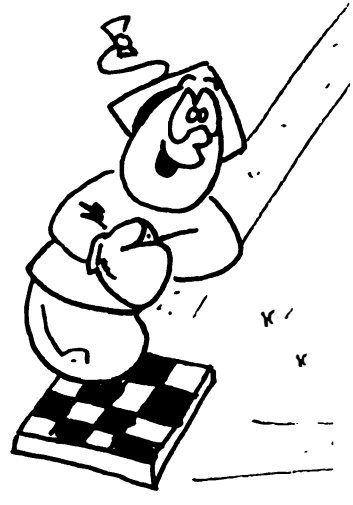
3-on-2 Isolated



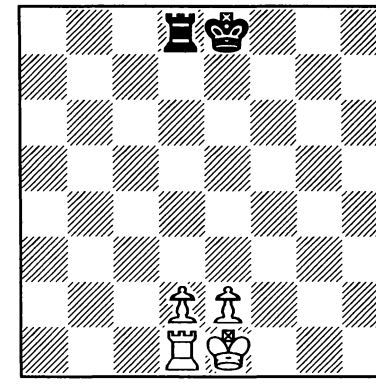
(*See problem 9 on Best Moves #22, #49.*)

3-on-2 Wing





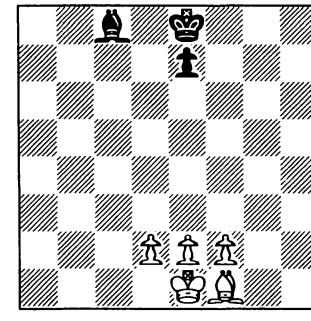
ROOK + 2 vs. ROOK



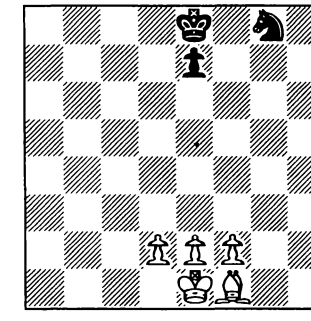
This game is harder than it looks. The white king and pawns must advance together and not let the black king set up a blockade. The rooks work better at a distance: white's from the side, and black's from behind the pawns. Losing a pawn usually means a draw.

MINOR + 3 vs. MINOR + 1

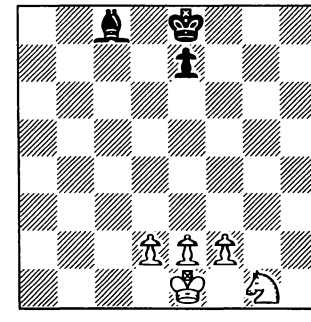
B vs. B



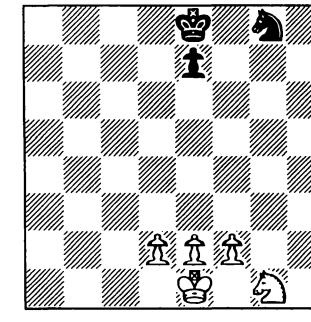
B vs. N



N vs. B



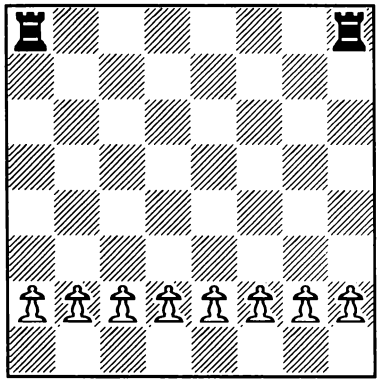
N vs. N



The four exercises above are alike. White is up two pawns in each. Only the type of minor piece changes. The strategy is the same. White will march forward and try to trade minor pieces. Black will look for a piece sacrifice that eliminates all of the white pawns.

OTHER BASIC EXERCISES

ROOKS vs. PAWNS



RULES

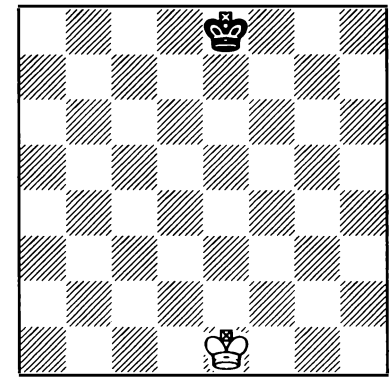
1. *White wins if a pawn reaches the last rank safely.*
2. *Black wins by capturing all of the pawns.*
3. *White gets to make the first two moves in the game.* (*Some people like a3 and h3; others e4 and d4.*)

Play this exercise from both sides. Eventually you will find that the rooks have the advantage.

If you want to make it tougher on the rooks, change the rules so that white wins by getting a pawn to the last rank, even if it can be captured immediately.

Or, to make it tougher on the pawns, change the rules so that white only has one move on their first turn.

KING GAME



RULE

1. *Whoever gets to their last rank first wins.*

This game is a good demonstration of distant opposition. (*See position 9 on Best Move Contests #31, #70, #79.*)

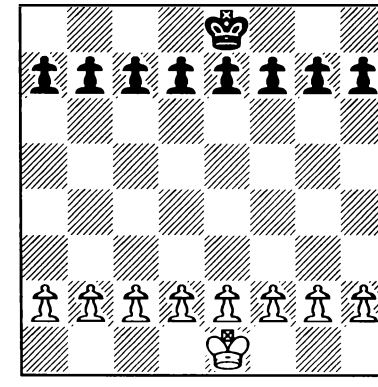
By taking the opposition, a king can force his way by another king, OR, he can stop the other king from getting by him. White can always win here if they play the one correct first move.

If we change the rule so that white wins by getting to a8 (or black to a1), then the game is drawn with best play. The white king can still force his way forward, but he can't "turn the corner" towards a8 if black defends properly.

ADVANCED EXERCISES

Are you ready for the big leagues?

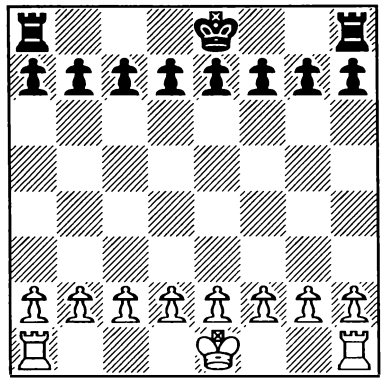
PAWN GAME



Any endgame with other pieces can simplify into a pawn ending. So it pays to know them well. This game is great!

The "openings" in these exercises are not normal game positions. But after about 15 moves, you will usually reach a game-like ending. Then the real practice begins.

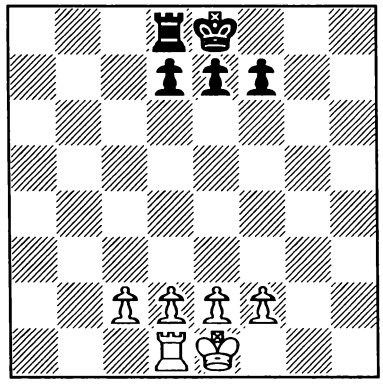
ROOK GAME

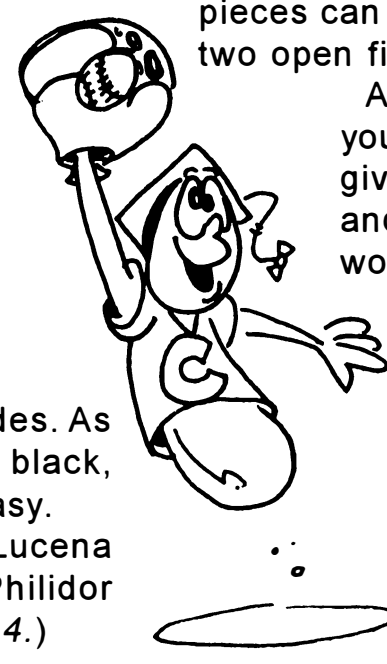


Rook endings are the most common kind of endgame. That's because the rooks are often the last pieces to be developed (and traded). Being good at rook endings is a useful skill that takes time to learn. Do this exercise a lot.

The main strategic principle in rook endgames is *rook activity*. We want our rooks to be *active* (free to move and attack), and the opponent's rooks to be *passive* (stuck guarding pawns).

ROOK + 4 vs. ROOK + 3



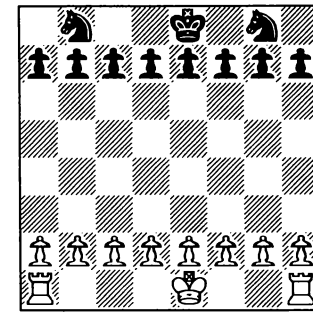


Play this game from both sides. As white, your goal is to win. As black, not to lose. Neither side is easy.

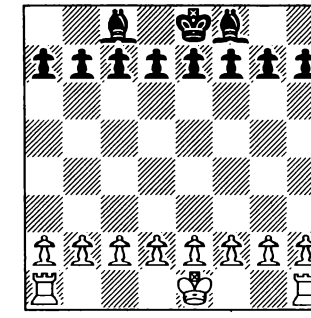
White aims for a winning Lucena position, and black for the Philidor draw. (*See #17, #35, #38, #44.*)

DOUBLE "EX" GAME

R's vs. N's



R's vs. B's



When we are "up the exchange", we do not have more pieces, but we are "ahead in material". It is the *quality* of the pieces, not the quantity, that gives us an advantage.

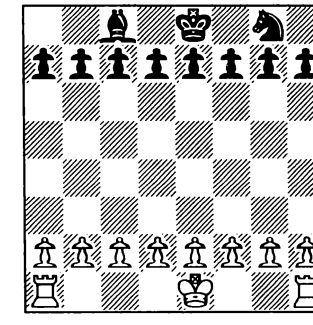
The way to show the superiority of a rook over a minor piece is to open the position as much as possible. The more open the board becomes, the stronger the rook gets.

A bishop also benefits when a game opens up, but not as much as a rook. So when you are ahead "the ex", the correct strategy is the same whether your opponent has a bishop or knight. Open the position.

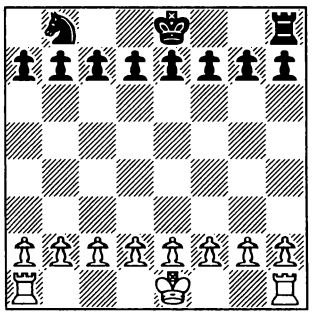
The defender should play to keep things closed and to hold their share of the centre. In general, the minor pieces can deal with one open file, but two open files are a problem.

A standard way to win when you are up the exchange is to give back the rook for a piece and a pawn to simplify into a won pawn ending.

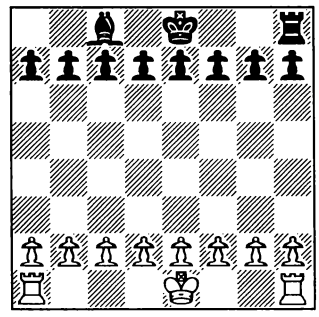
R's vs. B+N



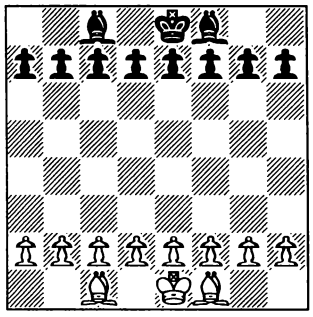
R's vs. R+N



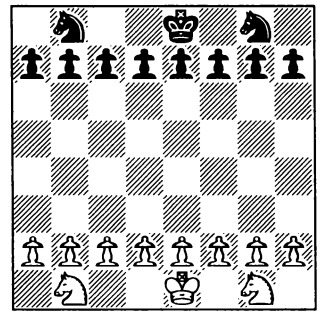
R's vs. R+B



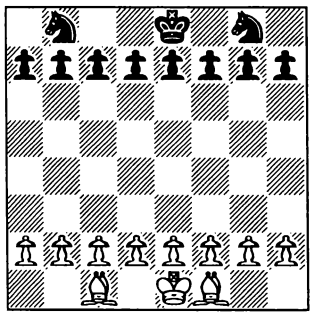
BISHOP GAME



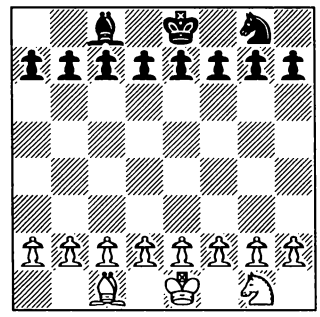
KNIGHT GAME



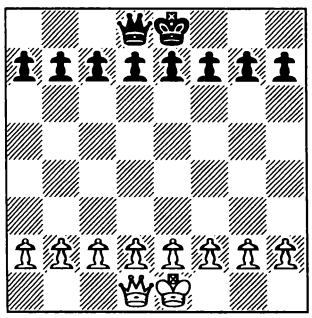
B's vs. N's



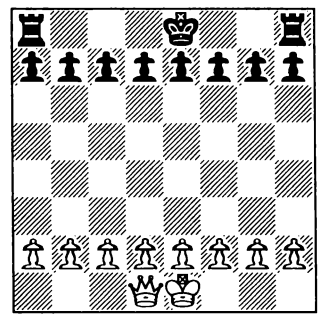
B+N vs. Opposite B+N



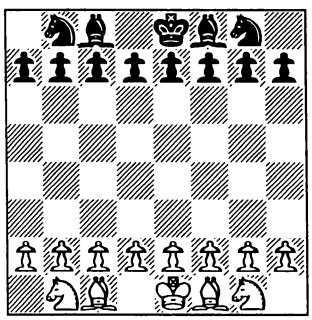
QUEEN GAME



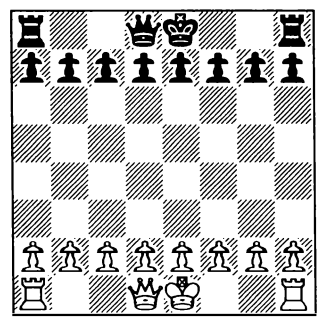
Q vs. R's



Minor Piece Game



Major Piece Game

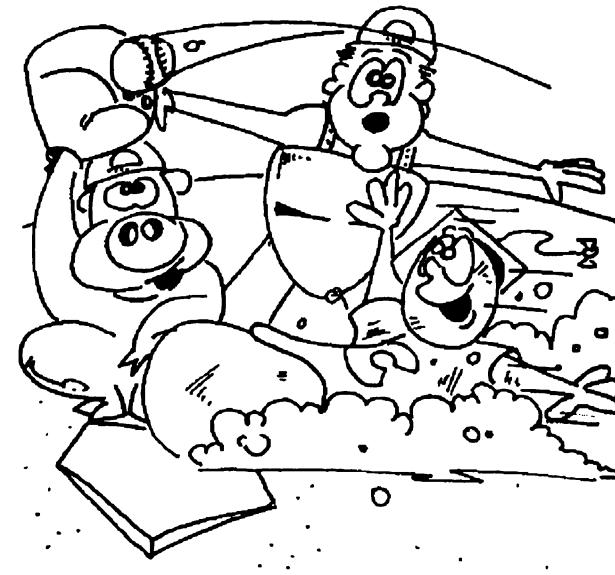


White is only up one exchange in the two *Ex Games* on the left. That means less room for error.

The most instructive of the exercises with minor pieces is the classic battle of *Bishops vs. Knights*. In the hands of a master, this is almost a winning advantage for white. The player with the bishops should keep their pawns flexible, open the position as much as possible, and seek play on both sides of the board. The knights want to do the opposite: lock the pawn structure, keep the centre closed, and limit the action to one side of the board.

Another exercise that deserves more play than others is the *Queen Game*. Queen endings often arise from pawn endgames after both players promote a pawn. Two things to note: 1) The main defensive idea is perpetual check. It is difficult to win unless your king has good pawn cover. 2) A passed pawn is usually better than an extra pawn.

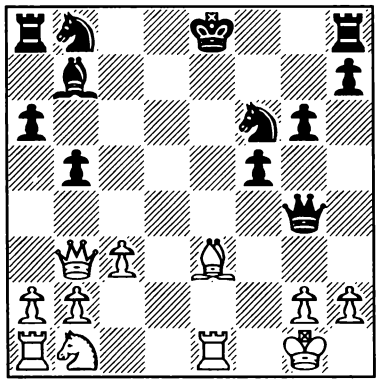
Well, friends, I hope you enjoy these games. They can definitely make you a stronger player, and not just in the endings. Practising with the individual pieces in simple situations will also improve your ability to use them in more complicated middlegames.



BEST MOVE CONTEST 11

MATE

❶



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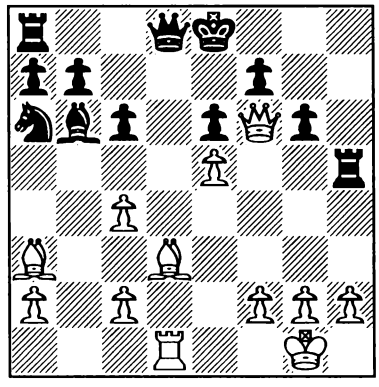

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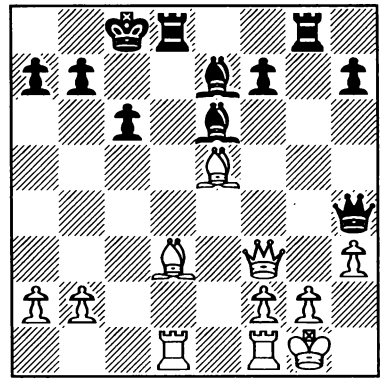
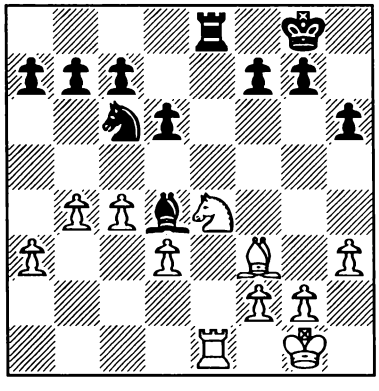


MATERIAL

❹



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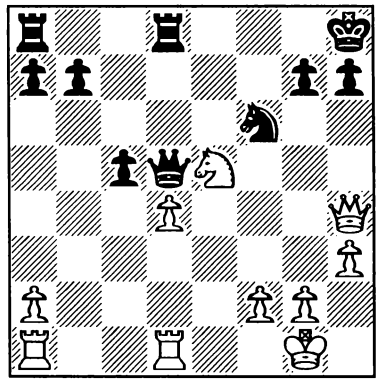

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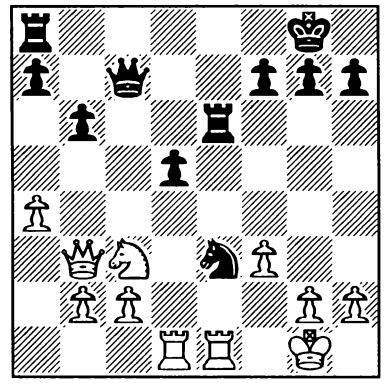
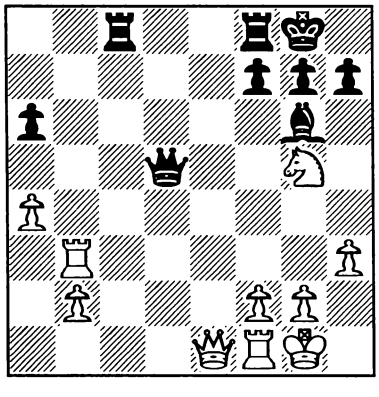


BEST MOVE

❼



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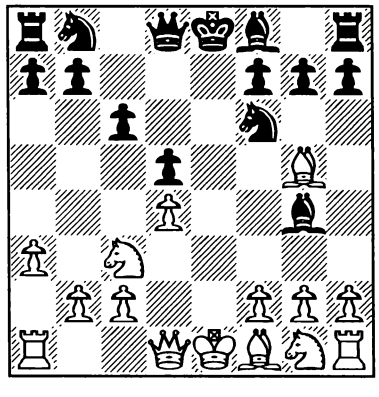

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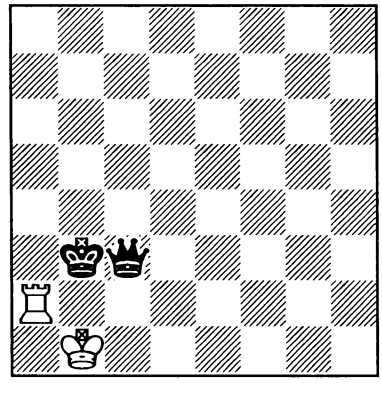
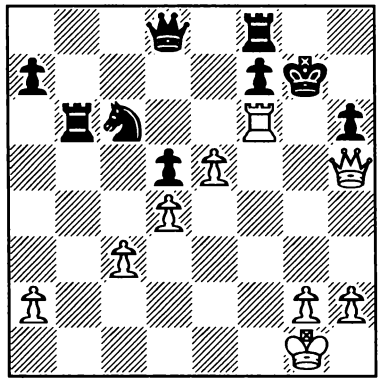


❿ Which two pieces are the best forkers?

139 ☜ WHITE TO MOVE

BEST MOVE CONTEST 12

❶



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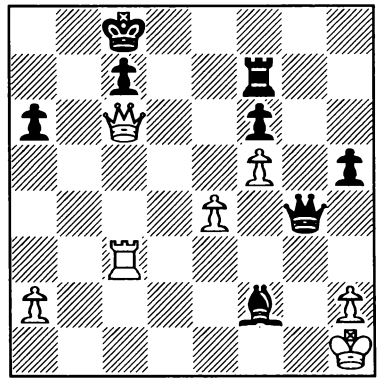

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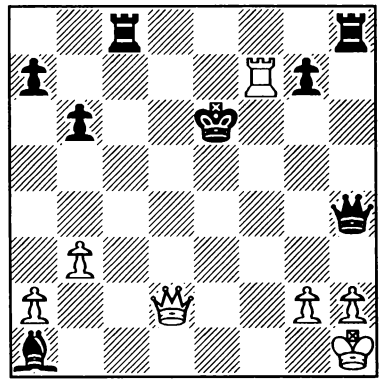
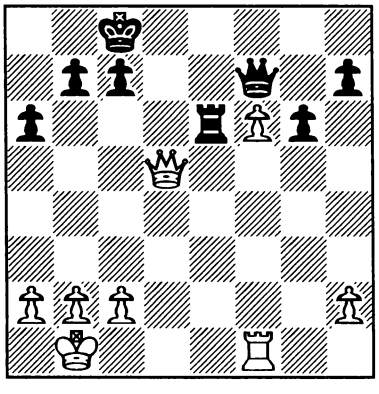


MATE

❹



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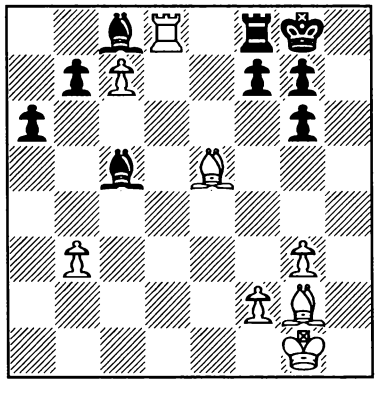

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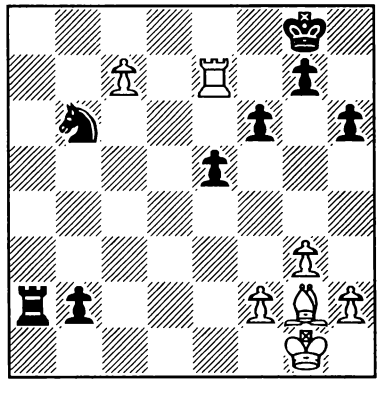
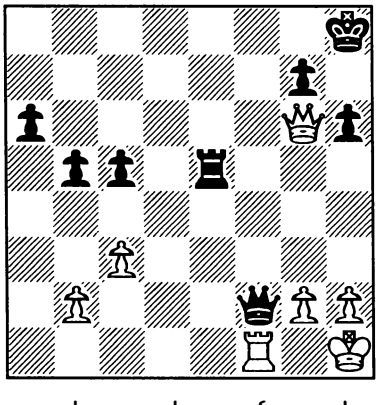


MATERIAL

❼



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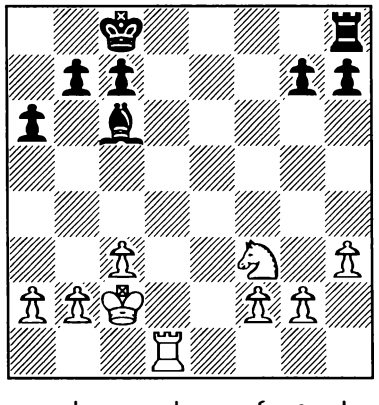

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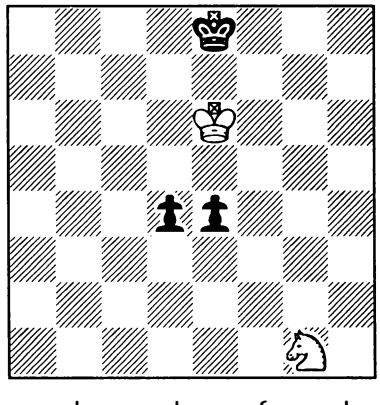


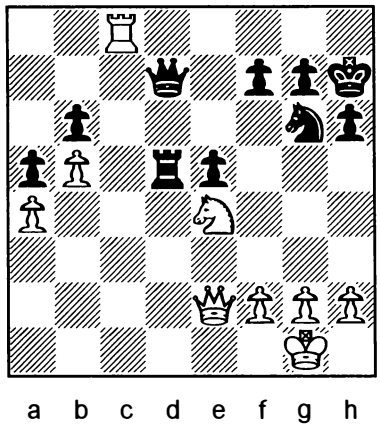
BEST MOVE

❿ A check from which pieces cannot be blocked?

BEST MOVE CONTEST 13

MATE

❶



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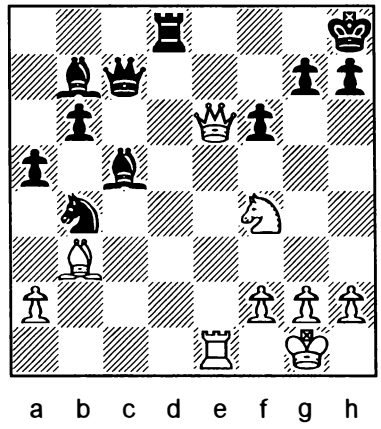

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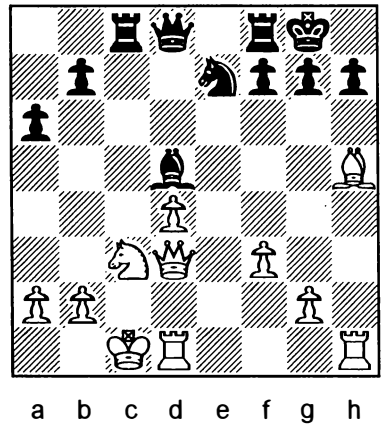
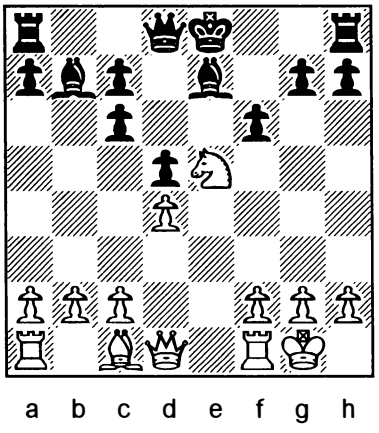


MATERIAL

❹



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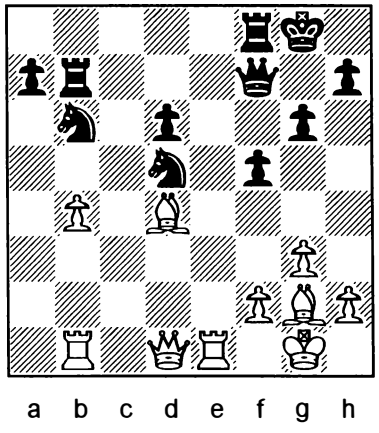

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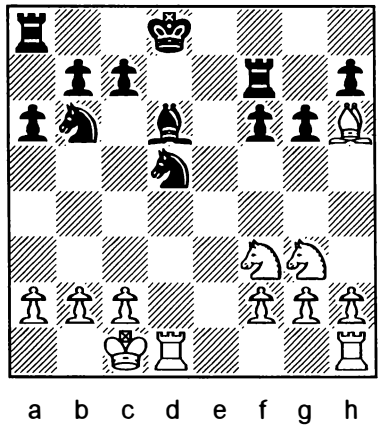

BEST MOVE

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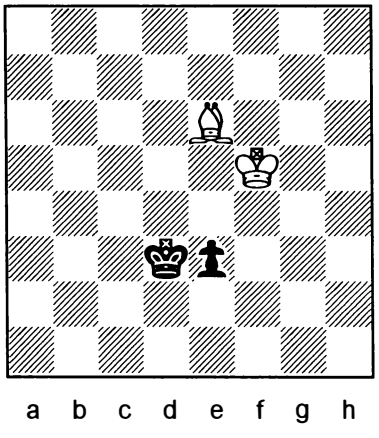

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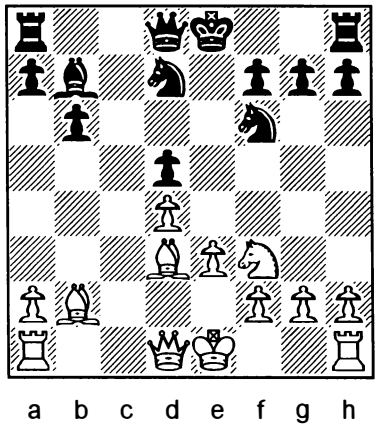

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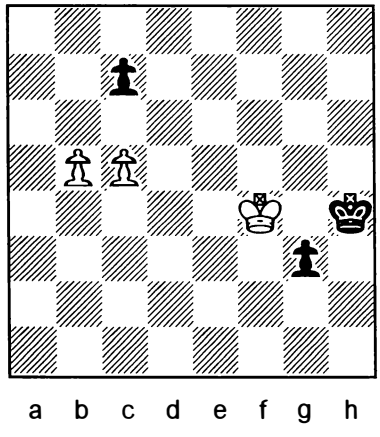
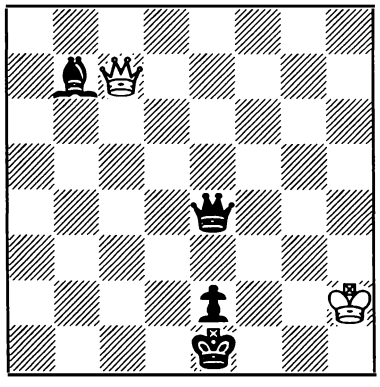


❿ How many different positions are possible after each player has made one move?

BEST MOVE CONTEST 14

❶



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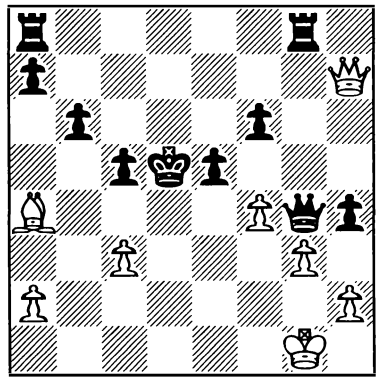

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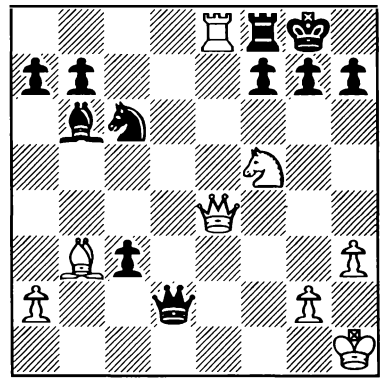
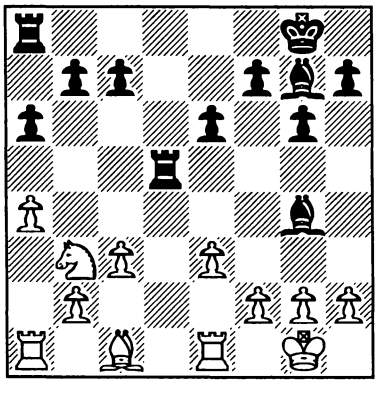


MATE

❹



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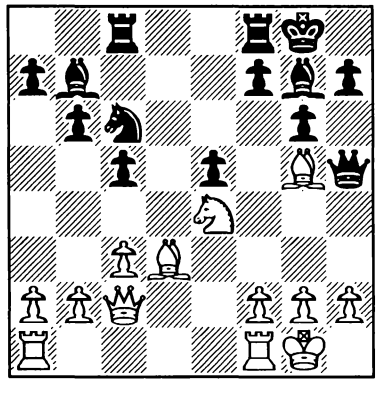

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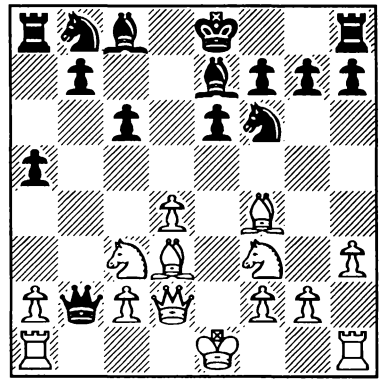
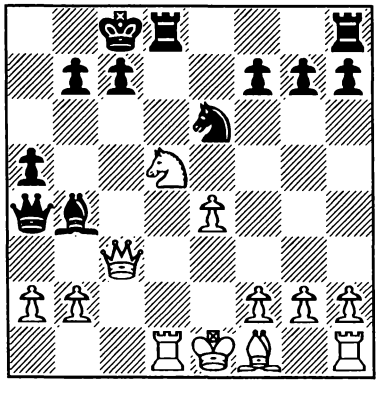


MATERIAL

❼



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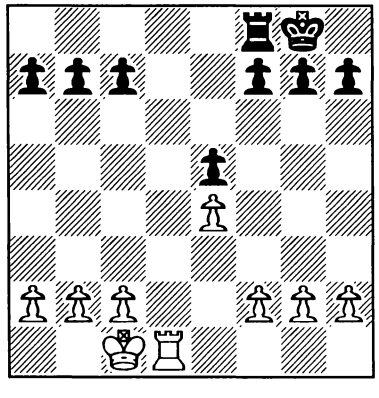

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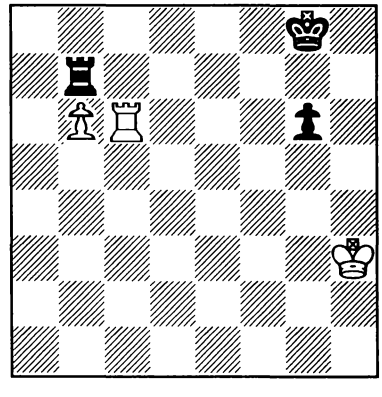


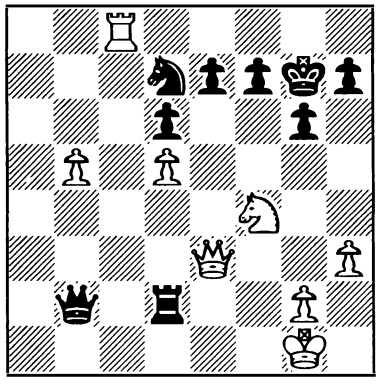
BEST MOVE

❿ Which pieces can pin?

BEST MOVE CONTEST 15

MATE

❶



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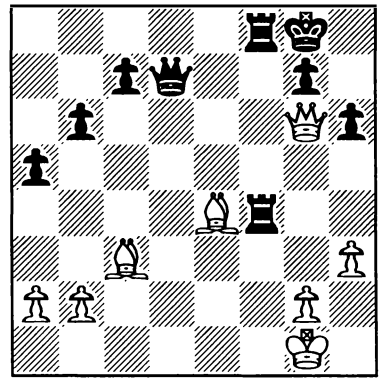

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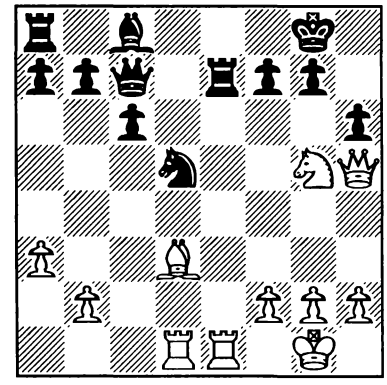
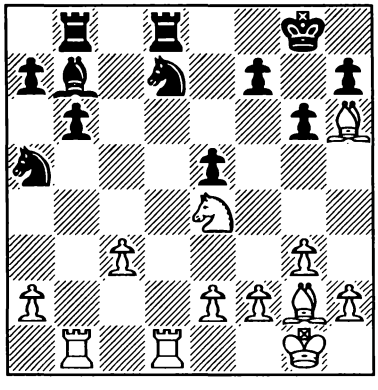


MATERIAL

❹



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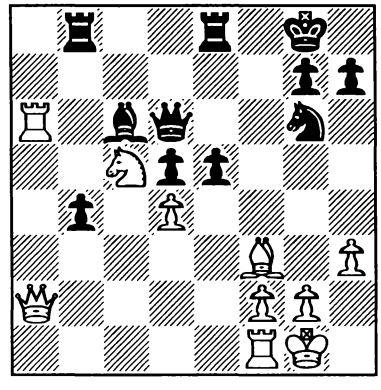

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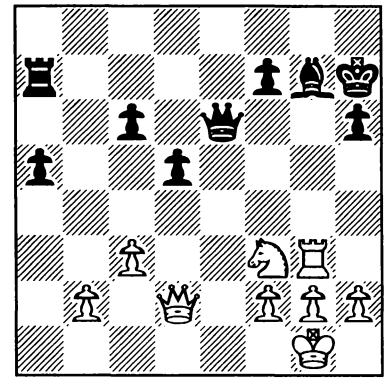
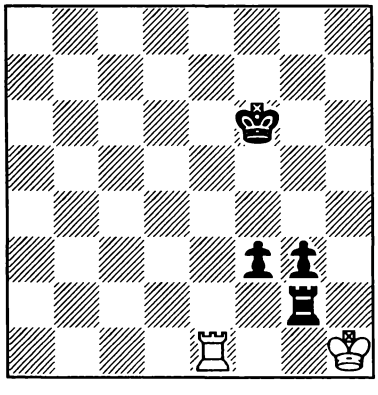


BEST MOVE

❼



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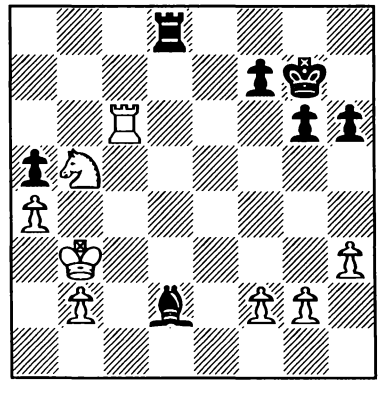

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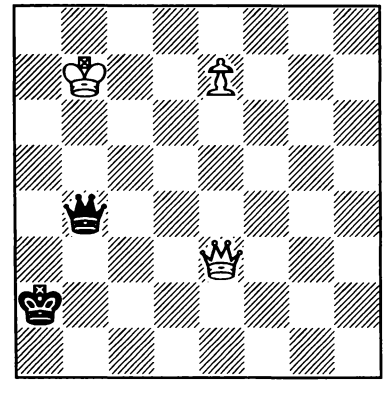
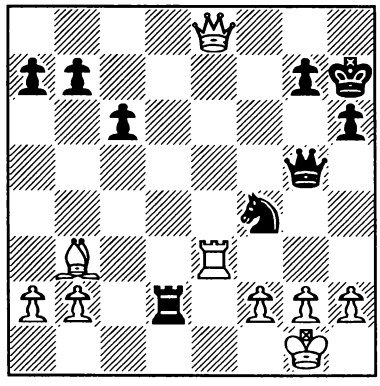


❿ Which pieces can fork?

BEST MOVE CONTEST 16

❶



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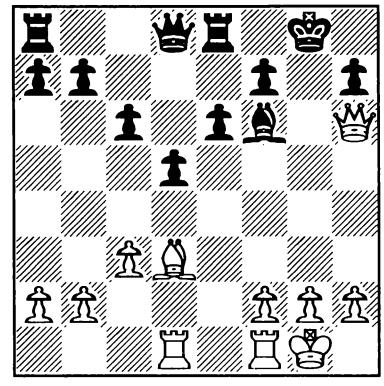

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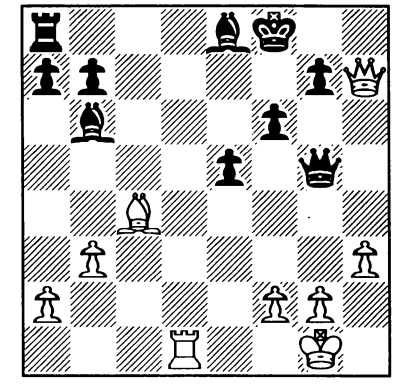
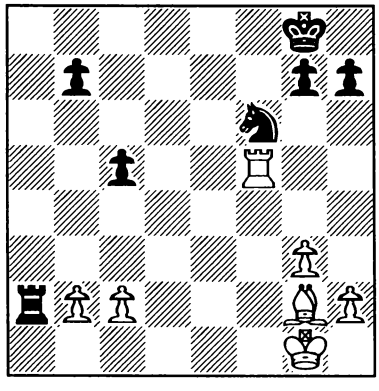


MATE

❹



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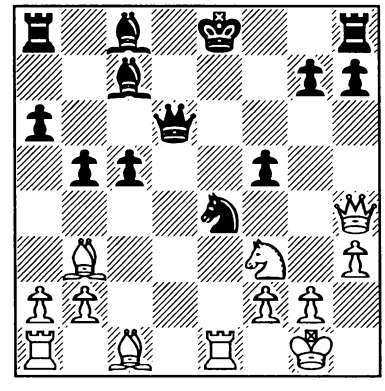

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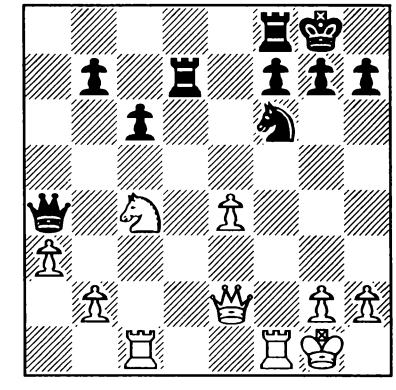
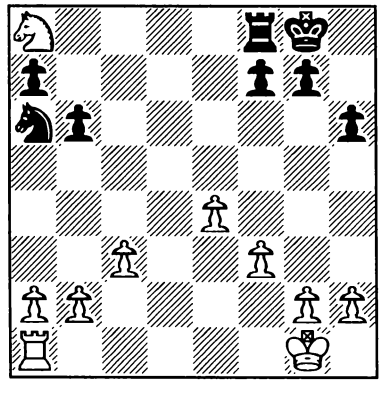


MATERIAL

❼



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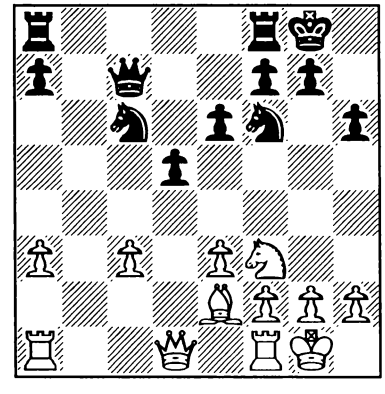

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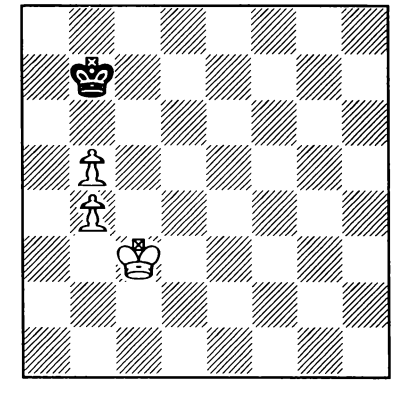


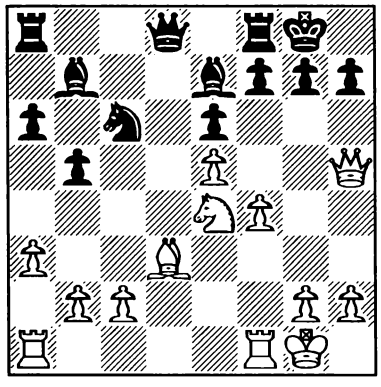
BEST MOVE

❿ Which pieces can move to give a discovered check?

BEST MOVE CONTEST 17

MATE

❶



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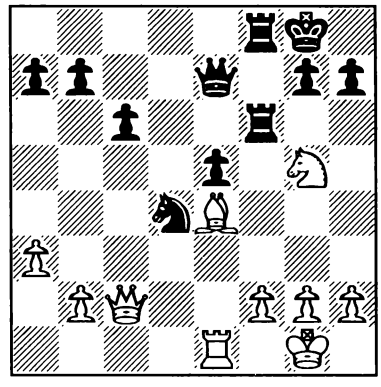

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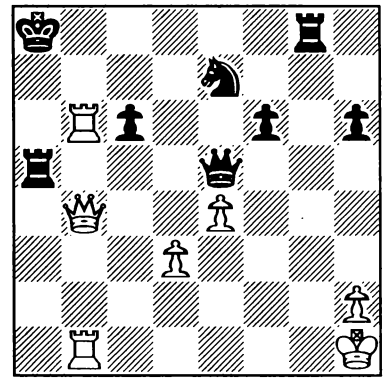
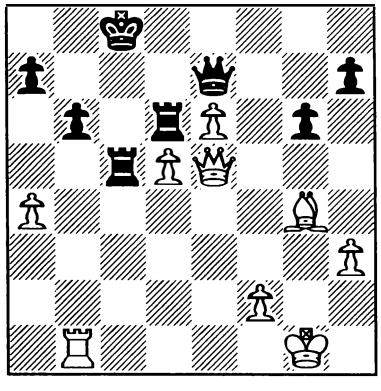


MATERIAL

❹



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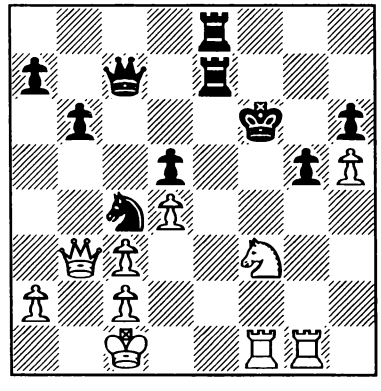

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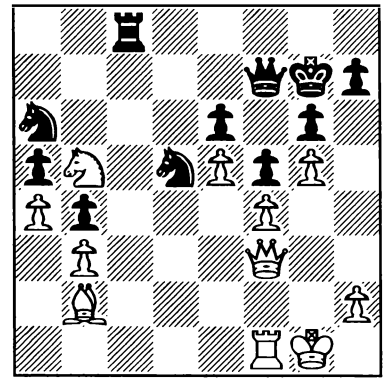
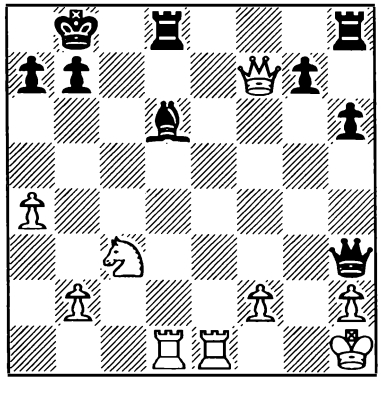


BEST MOVE

❼



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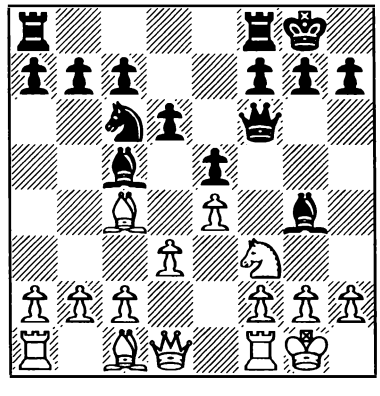

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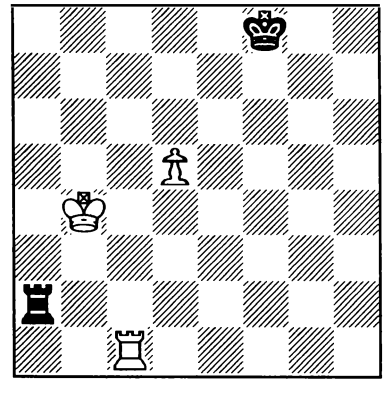
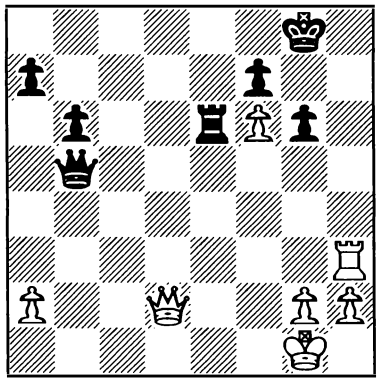


❿ How many captures are needed to make quintupled pawns?

BEST MOVE CONTEST 18

❶



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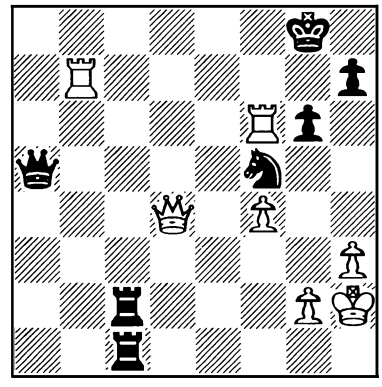

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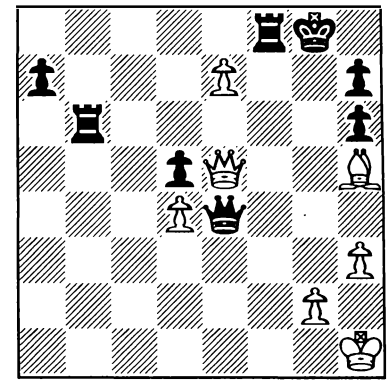
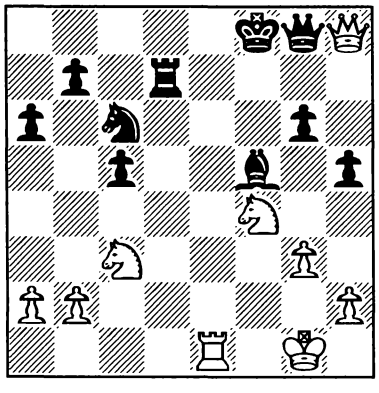


MATE

❹



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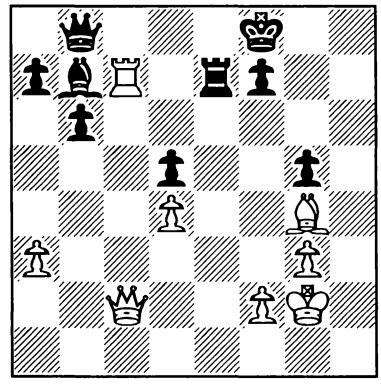

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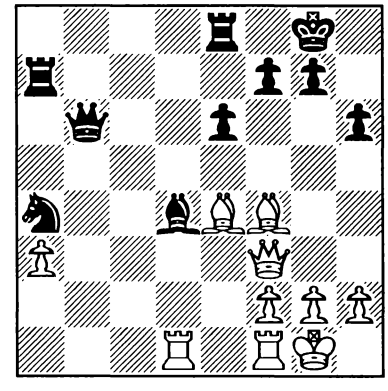
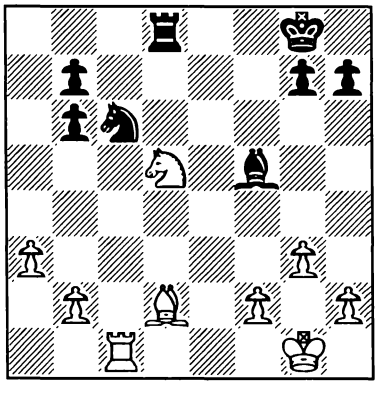


MATERIAL

❼



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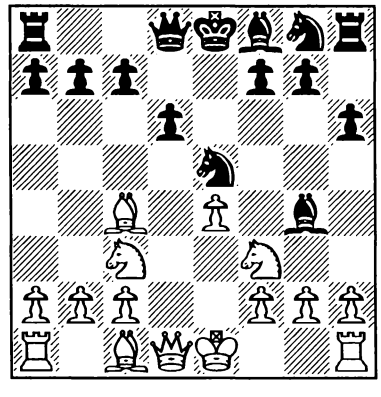

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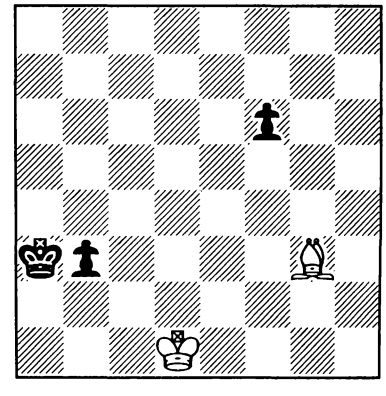


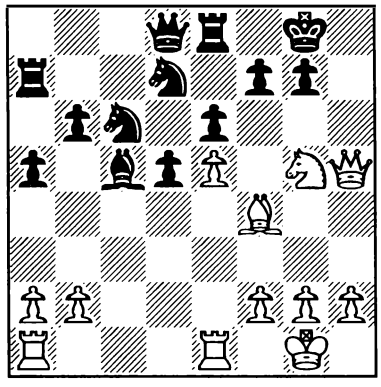
BEST MOVE

❿ Which pieces can move to give a double check?

BEST MOVE CONTEST 19

MATE

❶



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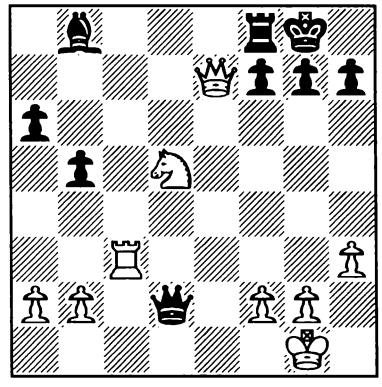

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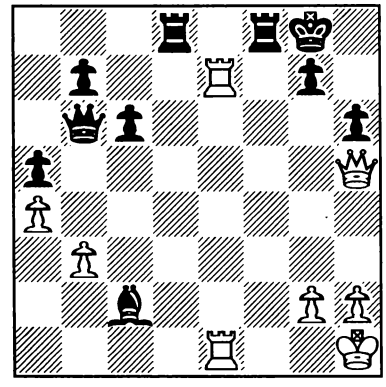
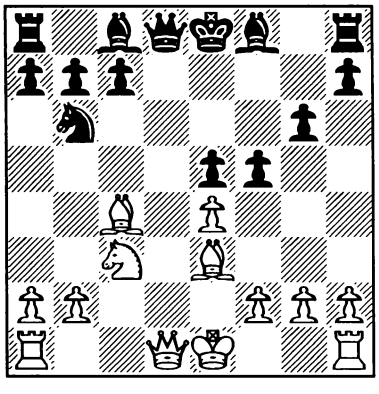


MATERIAL

❹



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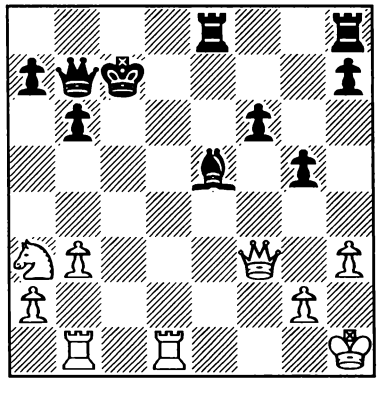

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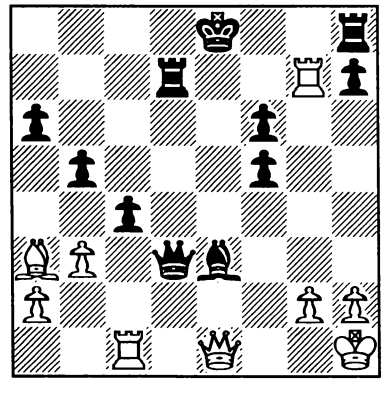
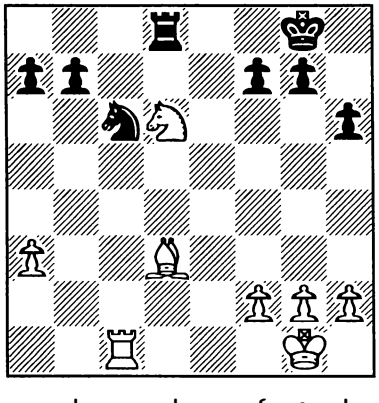


BEST MOVE

❼



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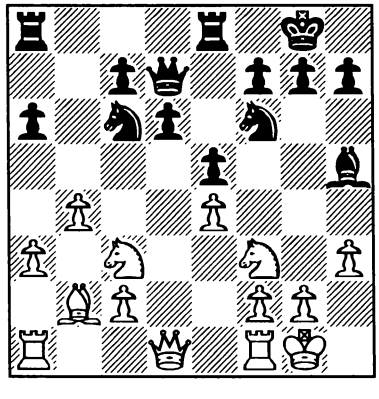

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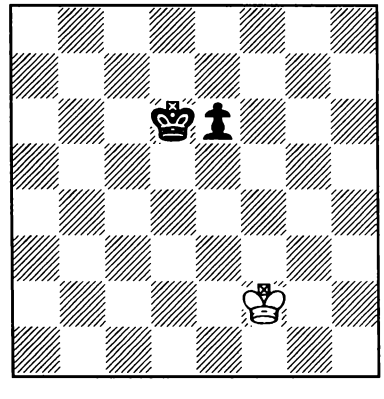
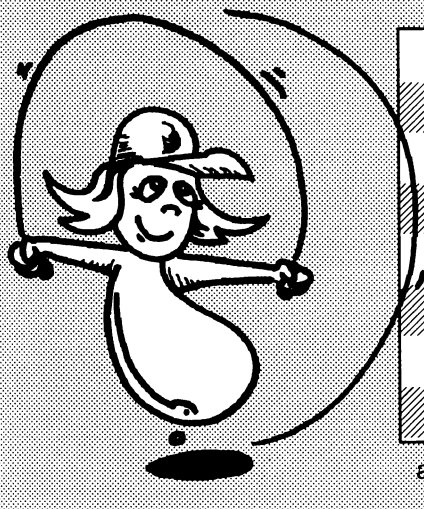
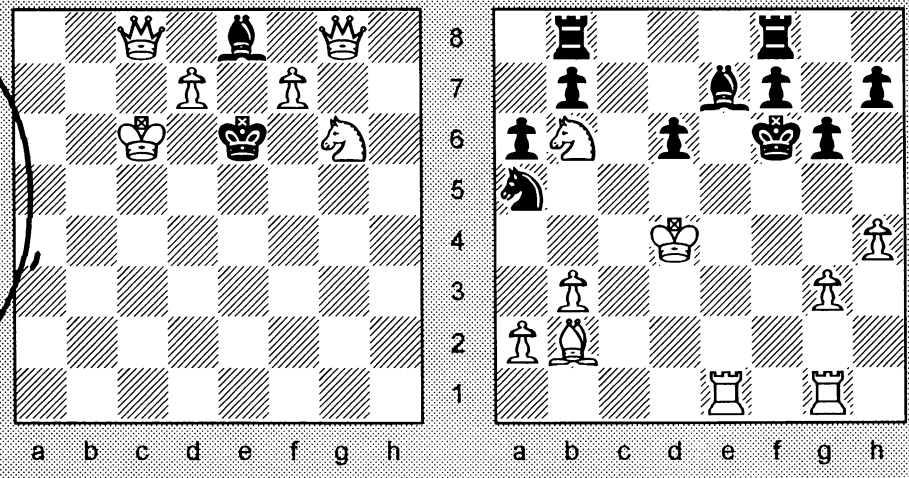


❿ Which pieces can move from a square without attacking it afterwards?

145 ☜ WHITE TO MOVE

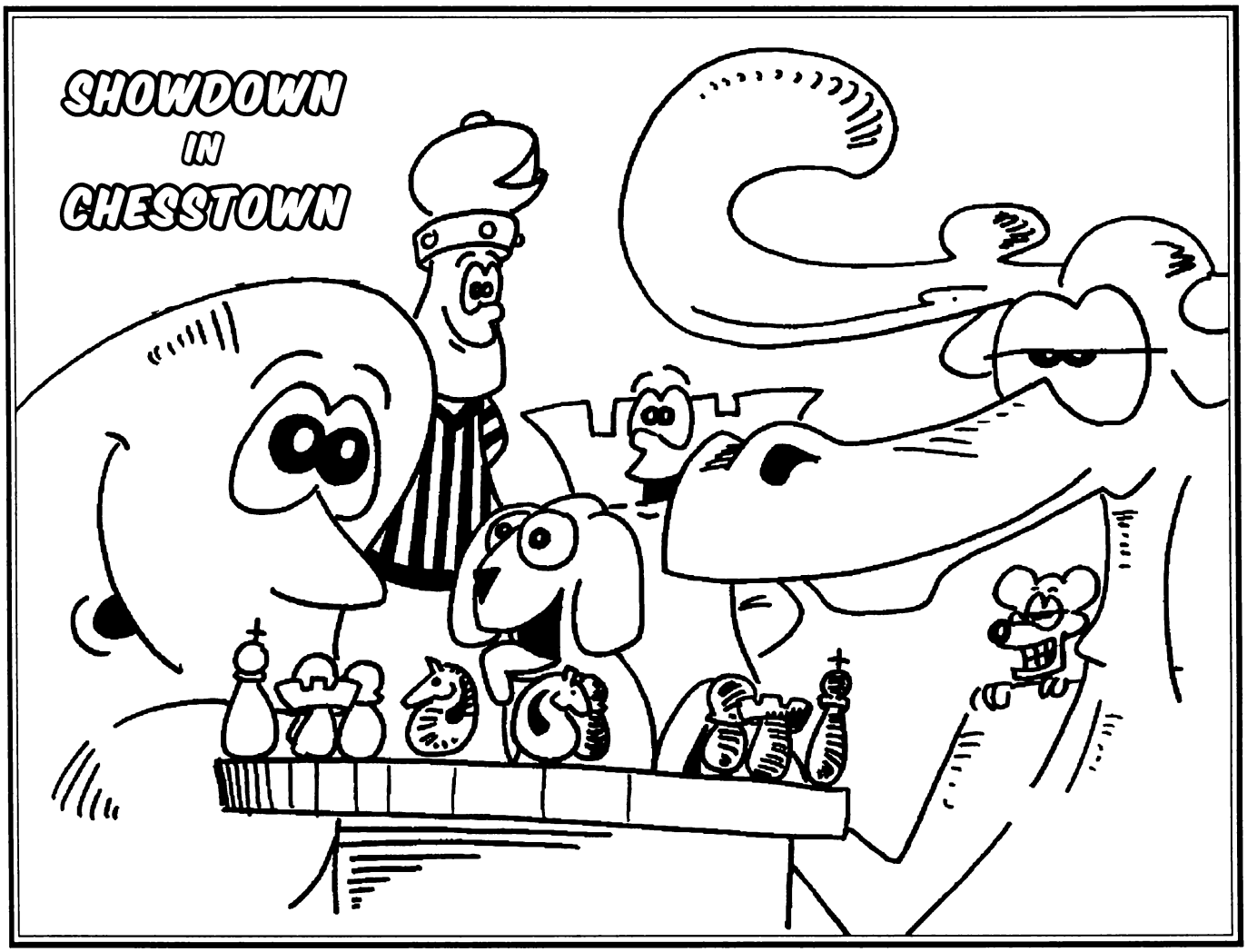
LILY'S PUZZLERS





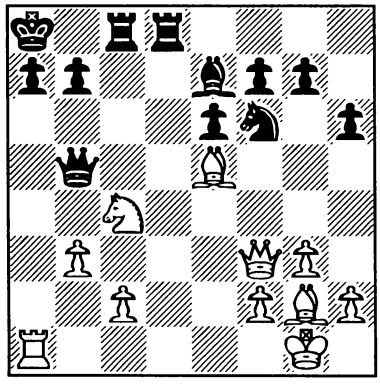
MATE IN 1 **MATE IN 2**

❷ *WHITE TO MOVE*
SOLUTIONS PAGE 237



BEST MOVE CONTEST 20

❶



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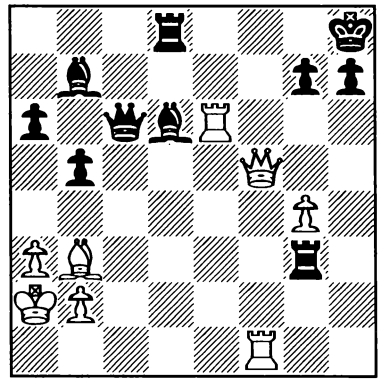

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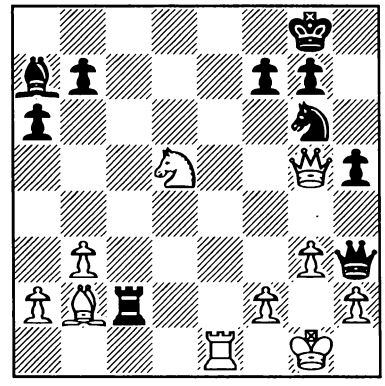
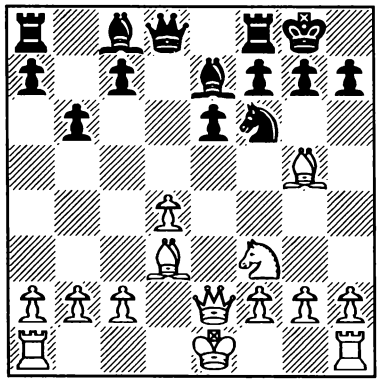


MATE

❹



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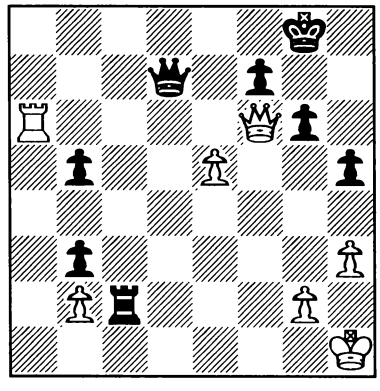
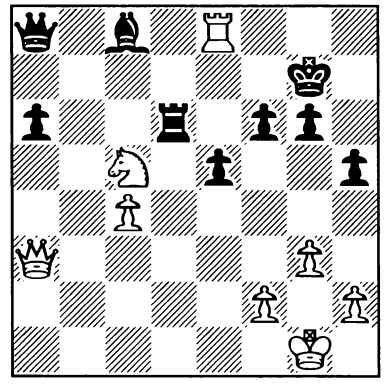
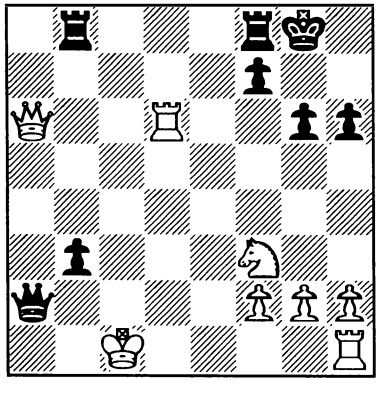


❻



MATERIAL

❼



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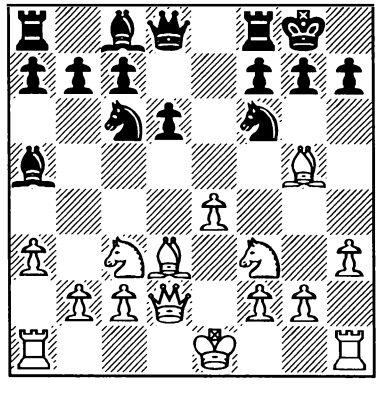

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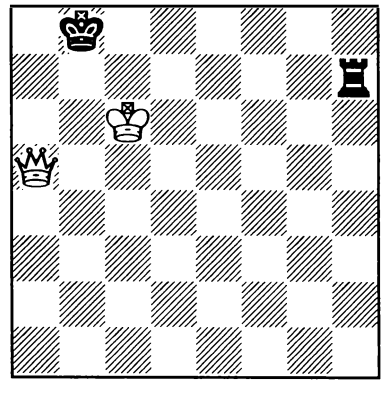
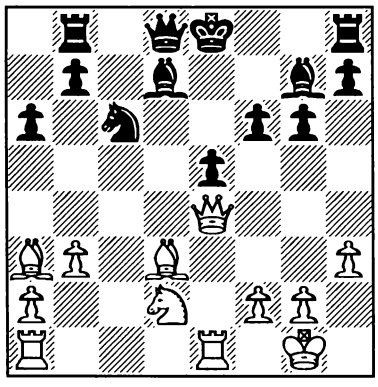


BEST MOVE

❿ How many moves are needed to clear the first rank? (*only moving white pieces*)

BEST MOVE CONTEST 21

❶



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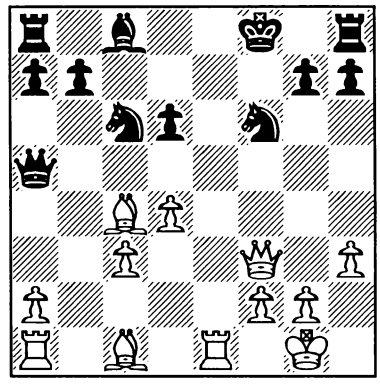

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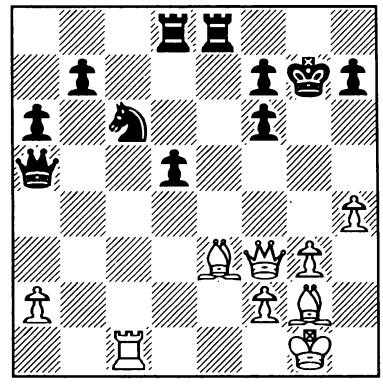
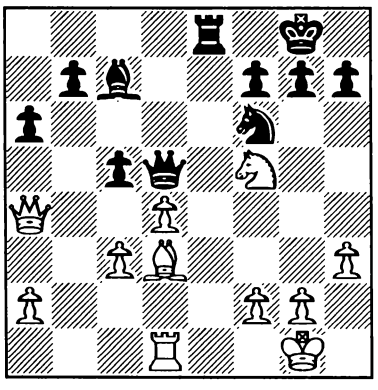


MATE

❹



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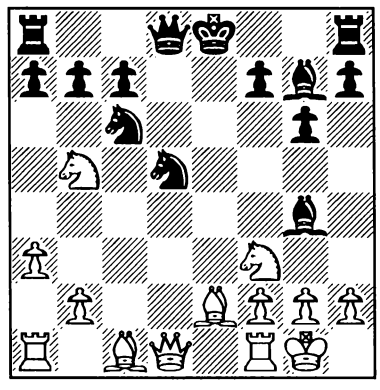

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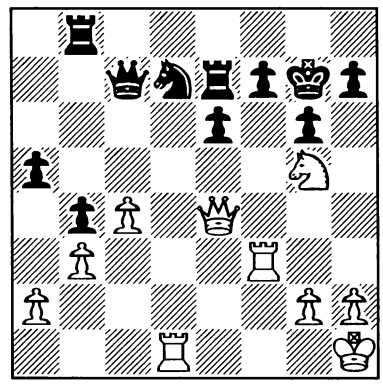
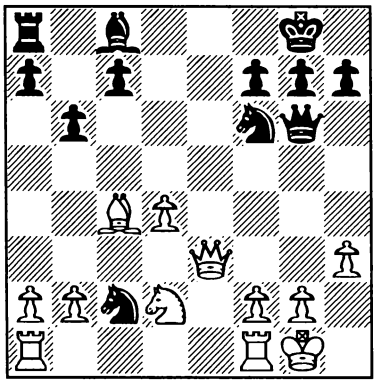


MATERIAL

❼



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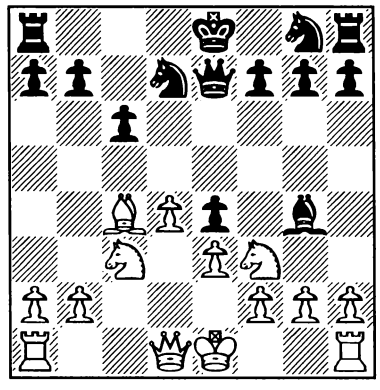

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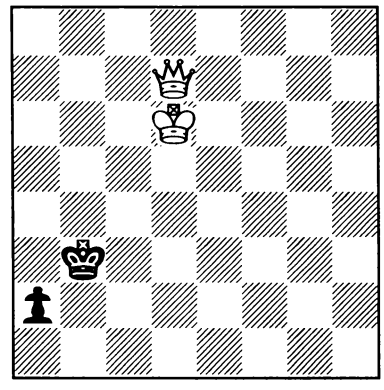


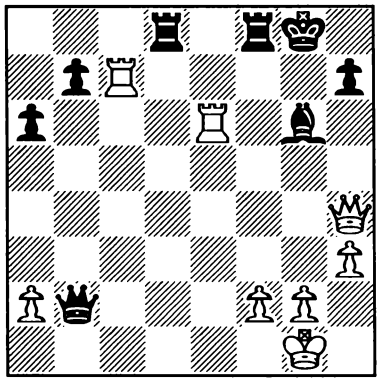
BEST MOVE

❿ Which move can never be a capture?

BEST MOVE CONTEST 22

MATE

❶



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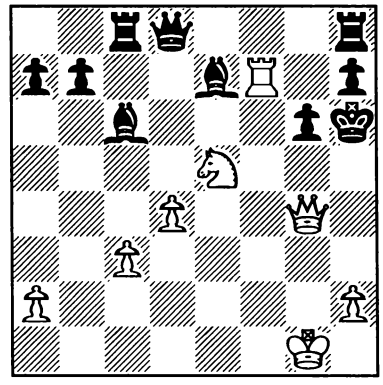

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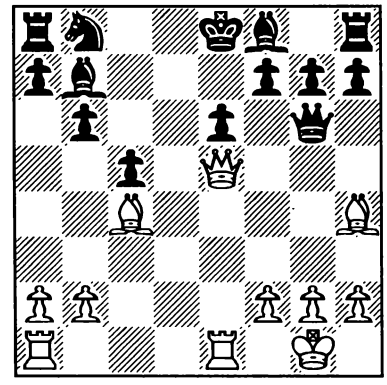
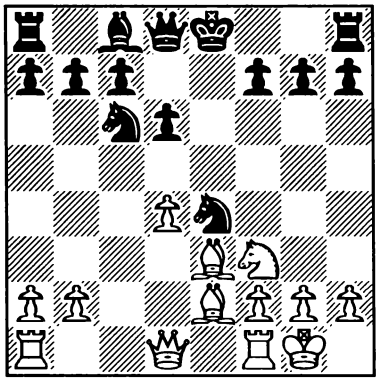


MATERIAL

❹



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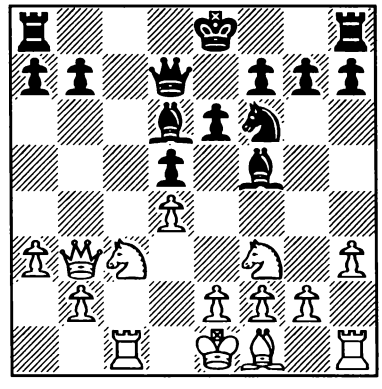

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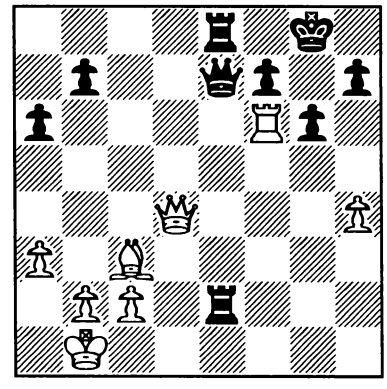
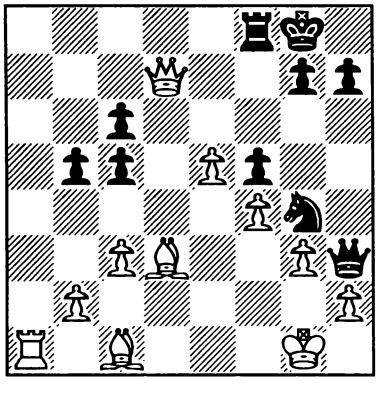


BEST MOVE

❼



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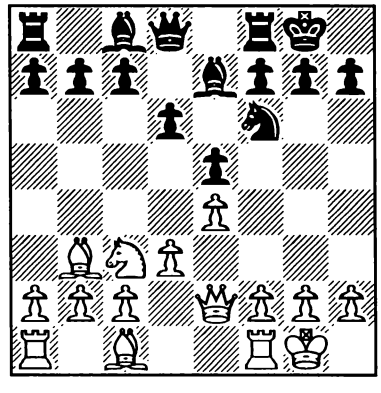

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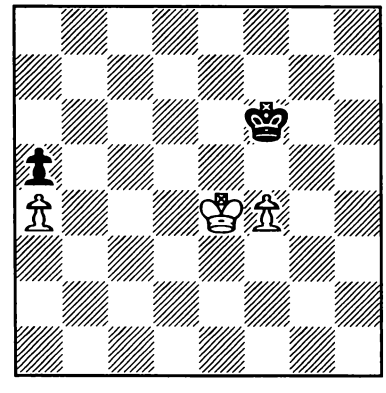
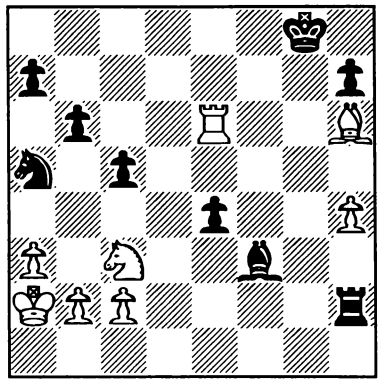


❿ How many captures are necessary to promote all sixteen pawns?

BEST MOVE CONTEST 23

❶



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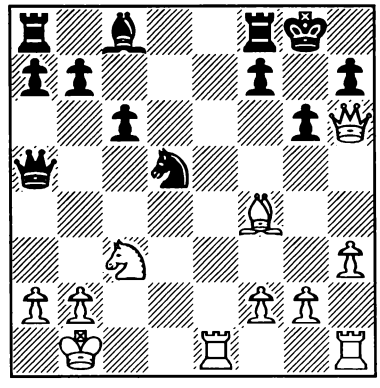

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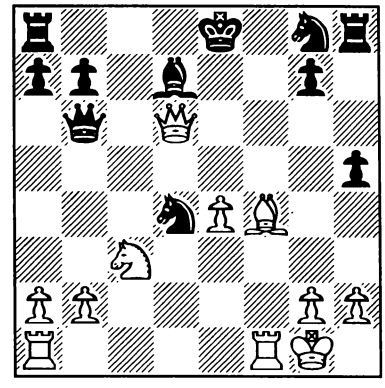
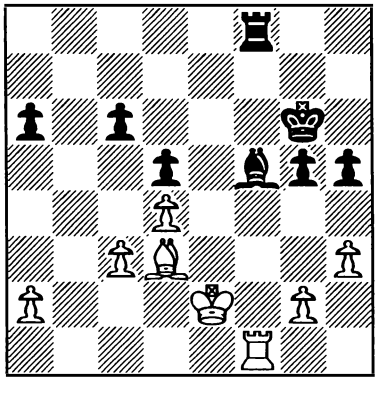


MATE

❹



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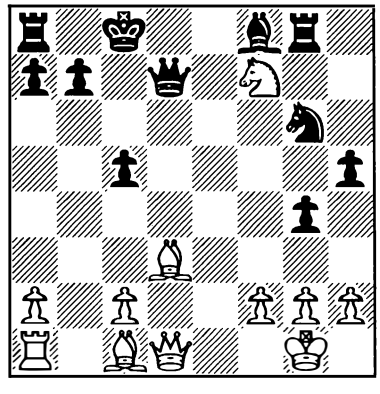

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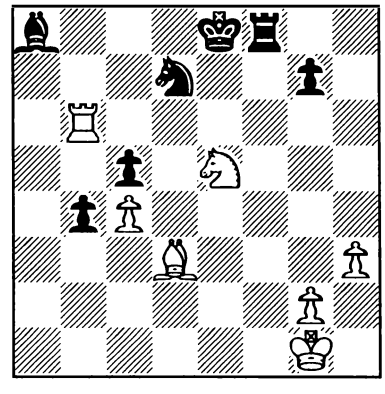
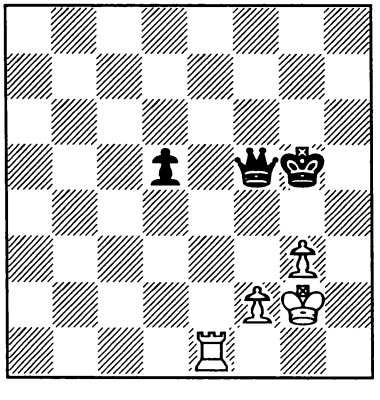


MATERIAL

❼



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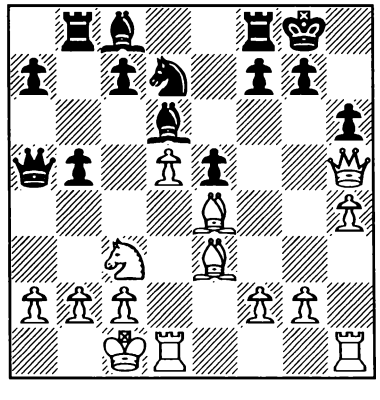

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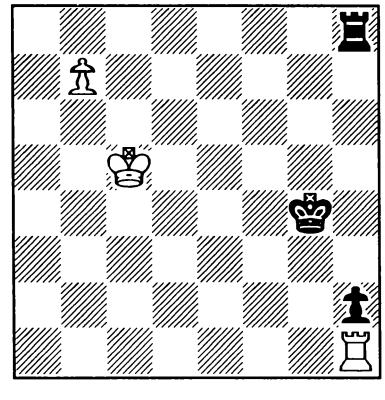


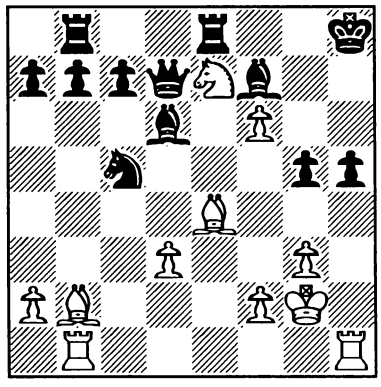
BEST MOVE

❿ What is the only way to get out of a double check?

BEST MOVE CONTEST 24

MATE

❶



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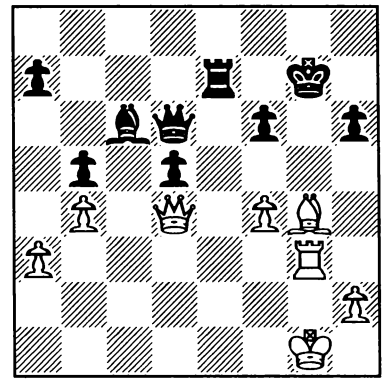

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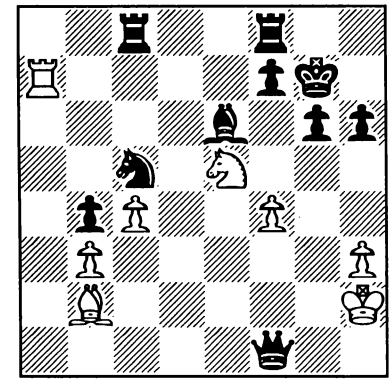
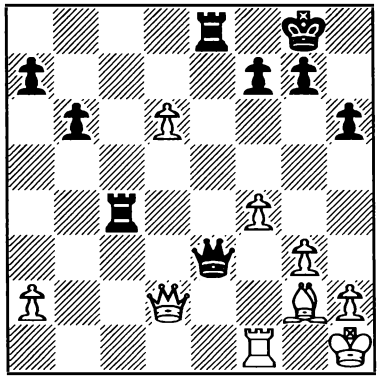


MATERIAL

❹



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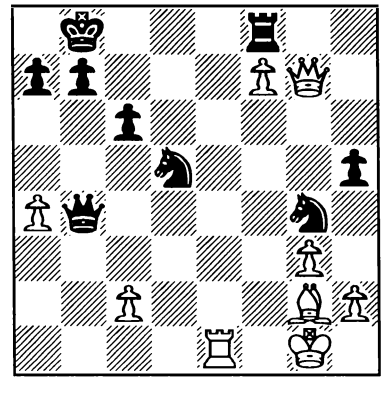

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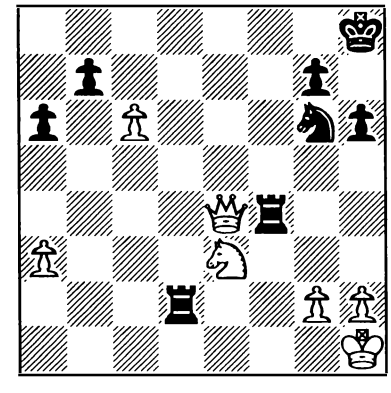
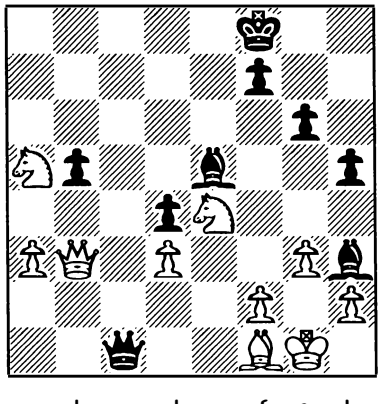


BEST MOVE

❼



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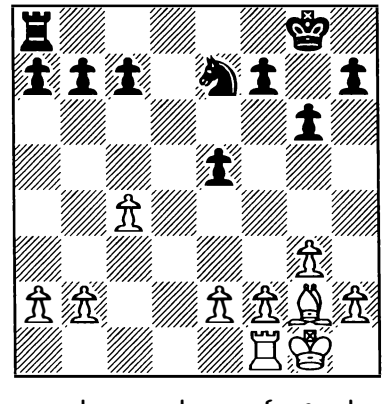

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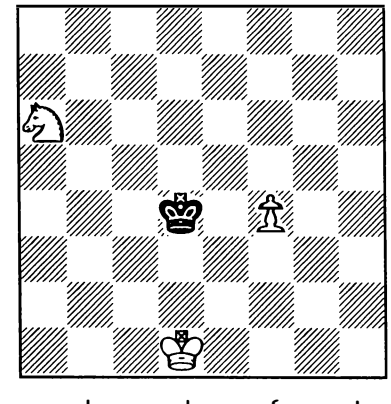
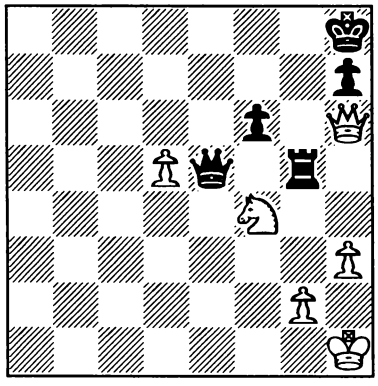


❿ Is it possible to have twenty knights on the chessboard in an actual game?

BEST MOVE CONTEST 25

❶



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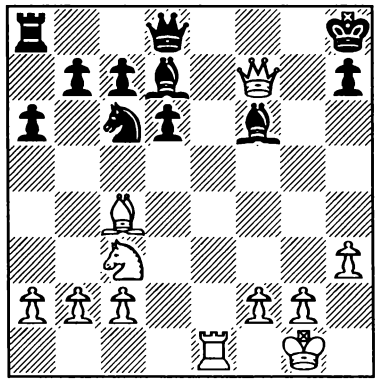
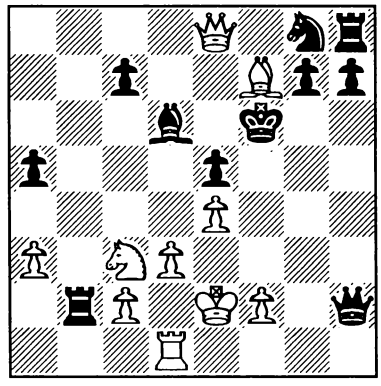
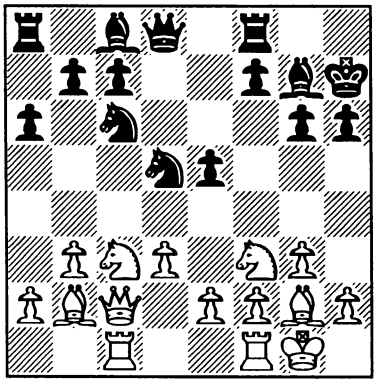


❸



MATE

❹



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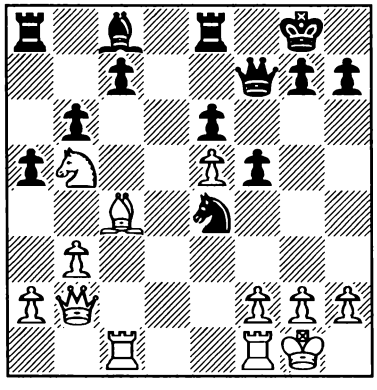

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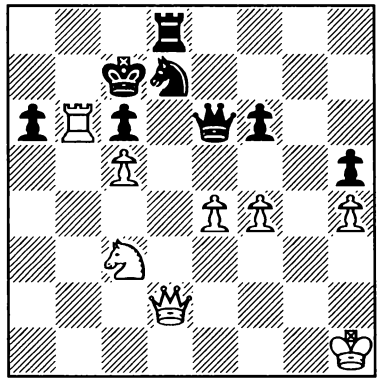
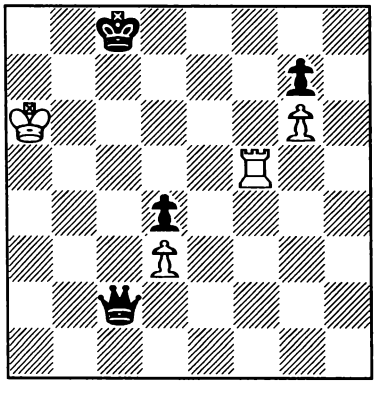


MATERIAL

❼



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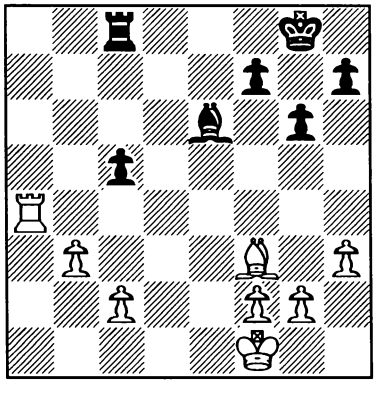

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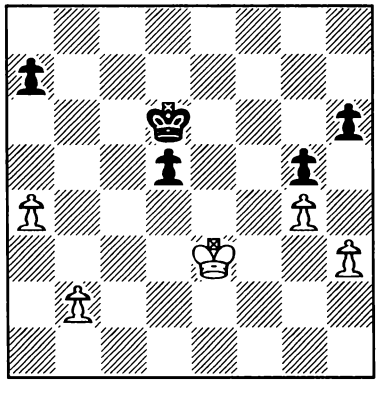
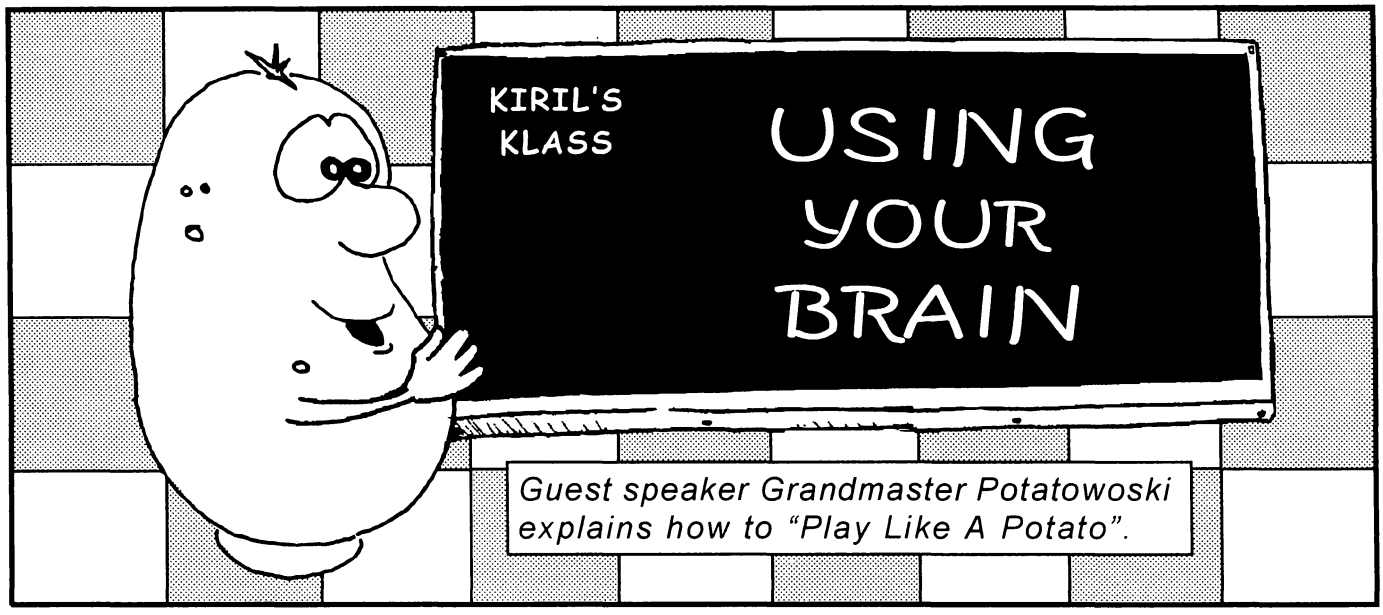


BEST MOVE

❿ Without any help from other pieces, how many knights are needed to checkmate a lone king in the centre of the board?



You don't need big muscles or fast feet to play chess well. It's the grey stuff between your ears that matters. Knowing how to use your brain is what makes a winner in this game.

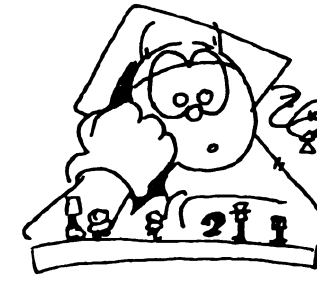
Did you know there are 100 billion neurons in a human brain? Or that brain waves travel at 100 meters per second? That's a lot of thinking power!

IMAGINATION

Chess is mainly a visual skill. During a game, the brain receives all of its information from the eyes, and most of a player's thoughts are visual rather than verbal. Sometimes we think in words, but usually we think in images. We *see* the pieces, *perceive* their relationships, *imagine* their movement. These things can be described in words, but the basic brain activity is visual.

This explains why we play chess by sitting and staring at the board. Our eyes focus on the pieces and squares, creating a background picture for the mind. We then use our imagination to move some of the pieces "in our head", while we still see the unmoved pieces as they are, on the board. In this way, we are able to look several moves ahead. Did you ever try playing blindfolded?

BRAIN WORK



The primary job for the brain in a game of chess is to choose a move when it's our turn. It sounds very simple, but making this decision is a complex process.

A brain's work can be split into six parts: analysing the current situation, making a plan, picking possible moves, calculating lines of play, evaluating future positions, and last but not least, actually deciding on the move.

These components of chess thinking are not a step-by-step procedure. We will talk about them separately, but in reality, they are always mixed together.

ANALYSIS

To *analyse* means to study a whole thing by looking at its individual parts. We analyse a chess position by examining its strategic and tactical elements.

Strategic elements include material, king safety, and freedom of the pieces.

It's always important to know the material count. Make sure you notice any imbalances, such as bishop for knight. Don't think in terms of points. Instead of being "ahead one point", say "up a pawn", or "rook for bishop and pawn".

The safety of the kings will tell you if there is an opportunity to attack, or the need to defend. Determine the freedom of each piece by looking at its mobility and defensive duties. Other positional factors to consider are central control and pawn structure (weak pawns, passers, rams, majorities, etc.).

Tactical elements are things like pins and forks, or the arrangement of pieces that might allow a combination. You should also look for unguarded pieces, possible captures or checks, and especially, any threats to win material or force checkmate.

By analysing the details in a chess position, we obtain a clearer view of the entire board. Throughout a game, it is essential to keep track of the basic elements. Many things stay the same for a long time. But some change every turn. Our task is to recognize how each move alters the position and to blend those changes into our understanding of the current situation.

PLANNING

A player should always have a plan. We need to know what our goals are on every turn. There are certain things we want to accomplish and other things we want to prevent. The plan should be based on our analysis of the position. That's where we discover clues to the correct strategy.

Once we have a plan, it acts as a guide. Like a general principle, it helps us to find the best moves and steer a course through the sea of possibilities.

Plans can take many forms. Some are general, others are specific. Some are long-term, others last only a few moves. Some are positional, others tactical. The situation on the board determines which kind of plan is appropriate.

Specific plans are detailed, like "maneuvre a knight to f5", "double rooks on the e-file", or "try to exchange the dark square bishops".

Examples of a general plan are "attack on the kingside", "keep the centre closed", or "trade down to an endgame". A general plan should address the following questions: Do you want to complicate or to simplify the game? Will you take risks or play it safe? Are you avoiding trades or seeking them? Do you want to open the position or keep it closed? Or perhaps open one side and close the other? The answers usually depend on the balance of position.

Plans will normally have several parts, both general and specific. They also include flexible alternatives, depending on how the opponent plays.

Our plan must change with the position. After any significant change, such as a combination or multiple trades, take extra time to work out a new plan.

Don't think only about your own ideas. There are two sides to chess thought: half white, half black; half defend, half attack. Get inside the opponent's head. Look for the purpose in their moves and figure out their intentions.

It's smart to put your plan into words. Then you know you really have one!

CANDIDATE MOVES

A brain doesn't play chess the same way that a computer does. Programs use the "brute force" method to calculate every possible variation. Humans have to be selective about which moves they look at. (In case you don't know, the term 'variation' means a series of moves, or a line of play.)

Before we start to calculate, we should first select our *candidate moves*. Sometimes there is one obvious choice, but on most turns, there will be two or three reasonable move options. After we work through each of the options, we compare our findings, and only then, decide which move to play.

Always consider captures, checks, and moves that threaten something. They are *forcing moves* which limit the opponent's reply and let us calculate further ahead. However, forcing moves are not necessarily better than non-forcing.

Get in the habit of looking at crazy sacrifices. They are the stuff that wins games. We have to look at all the sacks to find the one in a thousand that actually works! But don't hope for a combination every turn. Usually there isn't one. As your tactics improve, you will get better at recognizing the situations where a combination might be hiding. Search harder in those positions.

When we calculate, we have to pick moves for the other player too. The only correct approach is: *Always assume the opponent will play the best move.* Don't rely on traps or count on them overlooking some sneaky idea. That's not good chess. The only exception to this rule is when you have a bad position and a trap is the best bet.

CALCULATING VARIATIONS

You can't just play one move at a time. Each turn is a link in a long chain of events that make up a game. Deciding on a move means choosing a line of play. A chess player is like a fortune teller who looks into the future. By calculating variations, we see the possible paths that lie ahead, and follow the one that is most promising.

The basic thought process when we calculate variations is "If I go here, they go there, then I do that" and so on. But we don't have to say the words, we just see the moves. Sometimes our minds work so fast, we can see several moves ahead in an instant. Be careful that you don't overlook any alternatives for the opponent.

The possible lines of play arising from a chess position are like a tree with many branches. At each step in our calculations, there may be two, three or more moves to consider. Each one becomes a new branch in the tree. It doesn't take long for the tree to grow huge. And unmanageable!

So how far ahead should we try to calculate? It depends on the position. When both players have lots of options, it is hard to see more than two or three moves ahead. But when we can play forcing lines (captures, checks, threats), it is normal to calculate up to ten moves. In some pawn endings, where the branches of the tree are narrow (few options), it is not uncommon to see twenty moves ahead!

Calculating variations is the toughest work our brain does. To do a good job, we need to be accurate, efficient, and thorough.

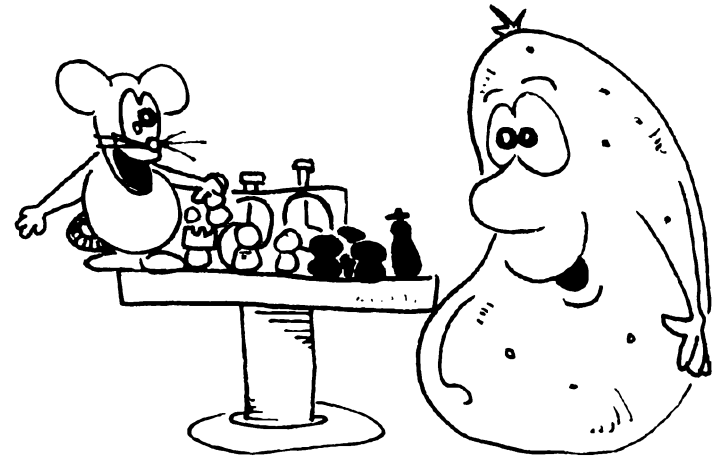
EVALUATIONS

Evaluations are important in two ways. Firstly, when we analyse the position on the board, we must judge the value of the various elements and make a general conclusion about who is better. Knowing how we stand in the game is a major factor in determining the correct plan. Secondly, when we calculate variations, we need to evaluate the end positions of each line, so that we can decide which candidate move is best.

As Biff the B explained on page 7, we evaluate a position by looking at material, king safety, and freedom of the pieces. Our overall conclusion must also take into account the plans and tactics available to both sides.

Some positions are easier to evaluate than others. A basic ending with a big material advantage is simple. A complex middlegame where there are lots of imbalances requires more skill. Weighing the value of different positional factors can be difficult. Often the only thing we can say is that the situation is unclear.

DECIDING ON A MOVE



A chess player can't think forever. Sooner or later, the moment of truth arrives. We have to make a move.

Sometimes everything is clear and we can work out all the lines exactly before deciding on a move. In more complicated situations, we need to be practical with our thinking time. So we stop calculating at a certain point and make a decision based on what we know so far.

Once in a while, there are positions where calculation fails to give a definite result. Then we have to rely on our *intuition* to choose a move. Intuition is the understanding of chess that develops from our experience and knowledge of the game. It's like an instinct or a feeling that leads us in the right direction.

Never rush a move. Take enough time each turn to make a smart decision. Even when the choice is obvious, give your brain at least a few seconds to think. The first move you see isn't necessarily best. Explore your options.

Avoiding mistakes is the key to success. After you decide on a move, take one last look around before playing it on the board, to make sure that you're not missing anything. If you are going to make a tricky move, and you have time, recheck your calculations.

TICK TOCK

If you are playing with a chess clock, you need to manage your time. The goal is to use most of the time you are given without running too short at the end. For example, with a one hour time limit, aim to finish in 50 minutes. That leaves you an extra ten minutes in case you reach a long endgame.

When you have an hour for the game, but only use fifteen minutes, then you are probably not playing as well as you could.

Half of every chess game is spent waiting for the opponent to move. Don't waste this time. Stretching your legs or taking a stroll is fine sometimes, but generally, you should stay in your seat and think, even when it's not your turn. Use this opportunity to survey the basic elements, search for new ideas, and refine your plan. It's usually better to wait for your own turn before calculating variations. Then you know the exact position.

When your opponent makes a move, look for the idea behind it. Figure out how it changes the position, and see if there are any threats. Then pick your candidate moves. If you were surprised by the opponent's move, be careful. There could be important things you are overlooking.

BRAIN STATE

The ideal brain condition for a chess player is calm confident concentration. Being nervous or worried or distracted will hurt your level of play.

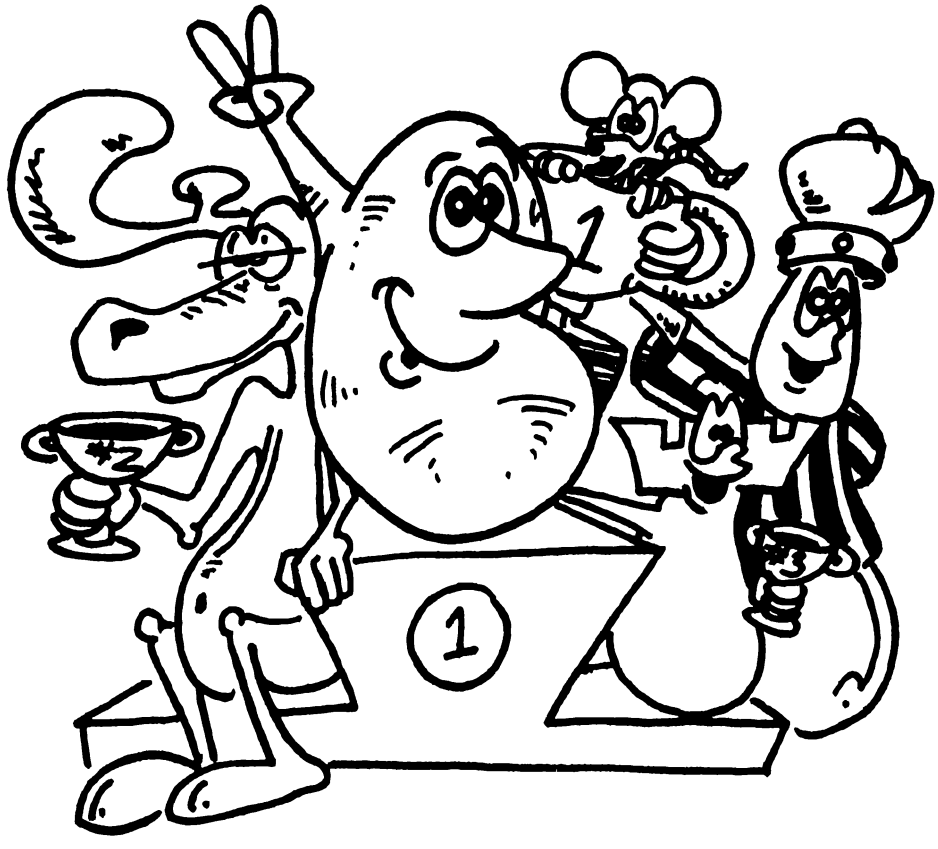
Keep cool. Don't lose heart if you make a mistake. Don't get excited when you're winning. Be brave. There's no reason to be afraid of losing. It's only a game. Stay focused. Put all your energy and will power into playing your best.

BRAIN CARE

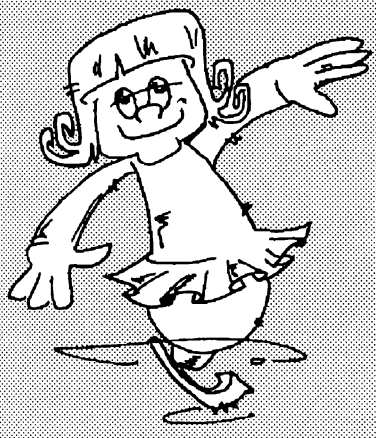
Keep your brain fresh at tournaments by getting away from chess between rounds. Go outside for a while and relax. You can only play so many good moves in a day. So make sure they are the ones that count.

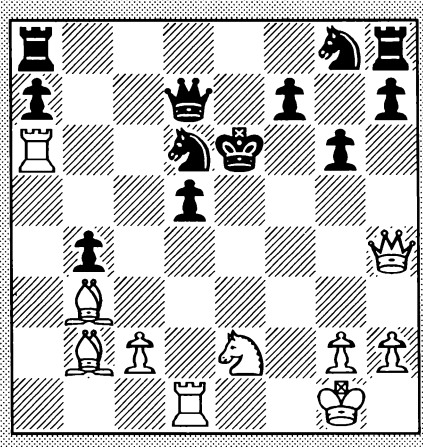
Brains need fuel. During long games, drink some fruit juice to recharge your batteries. Or eat some nuts. But no potato chips, please!

In chess, we use our brain for everything. Except actually moving the pieces. So take good care of it. Wear a helmet!



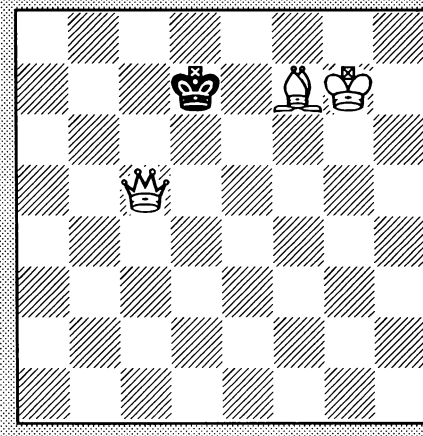
LILY'S PUZZLERS





a b c d e f g h

MATE IN 1



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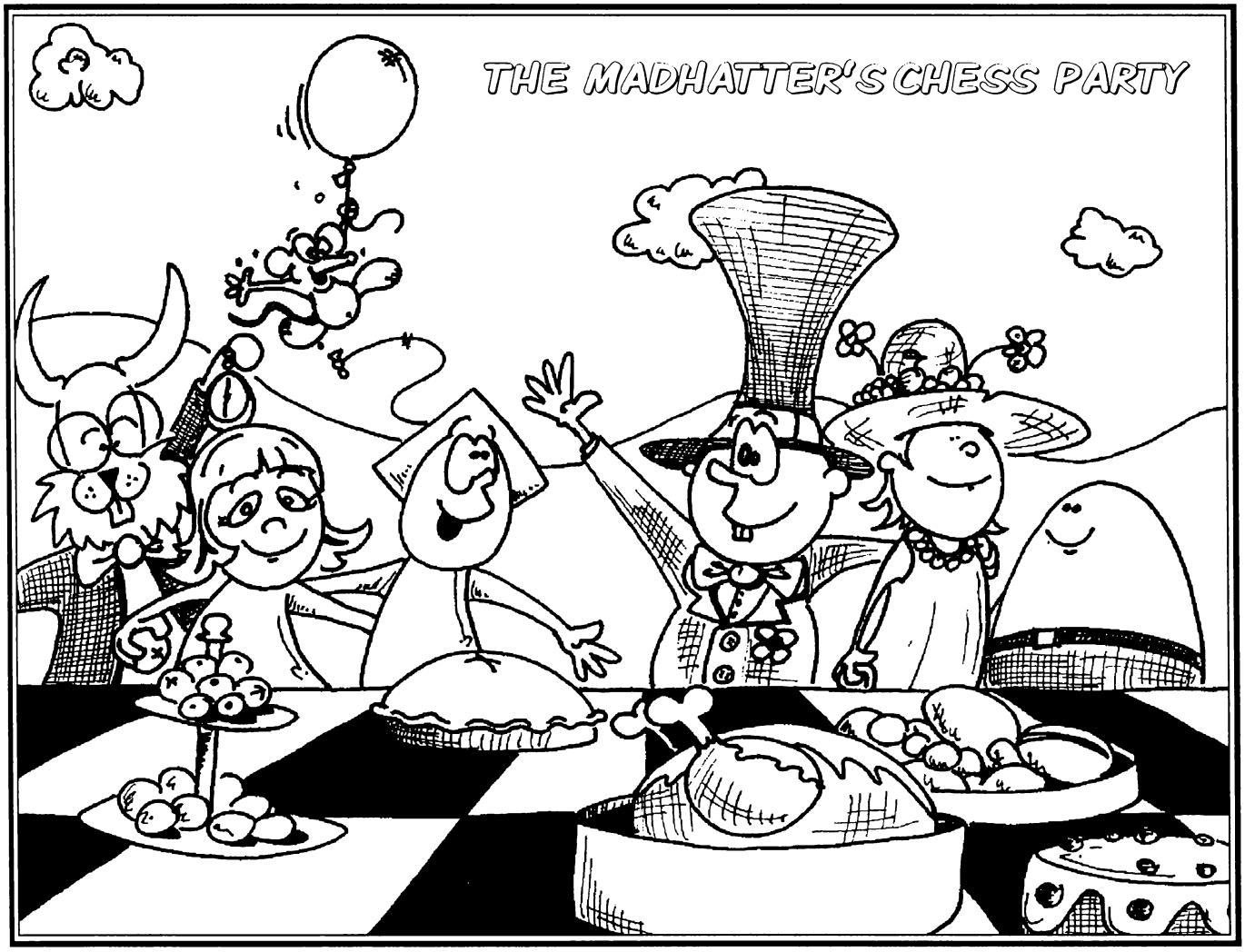
MATE IN 2

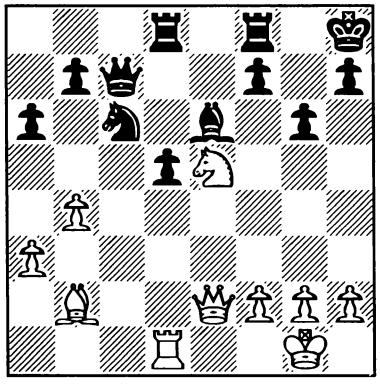
❺ *WHITE TO MOVE*
SOLUTIONS PAGE 237



BEST MOVE CONTEST 26

MATE

❶



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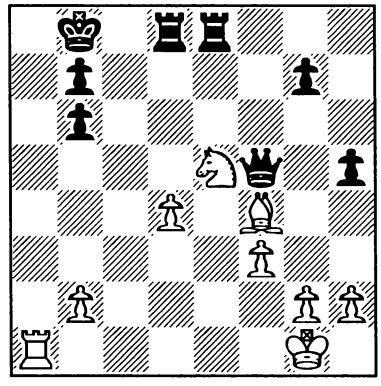

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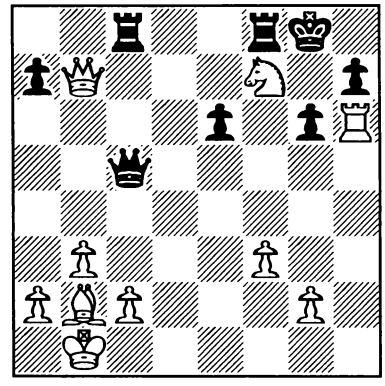

MATERIAL

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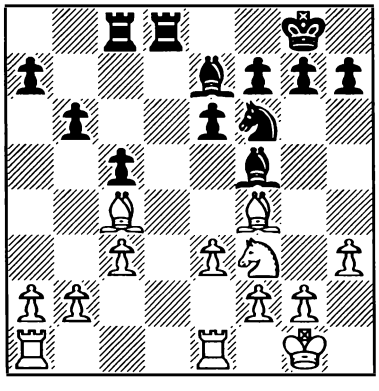

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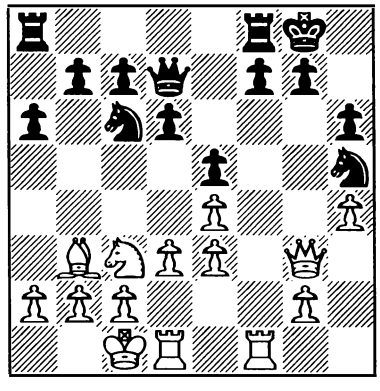

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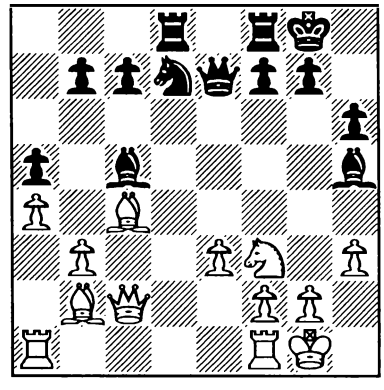

BEST MOVE

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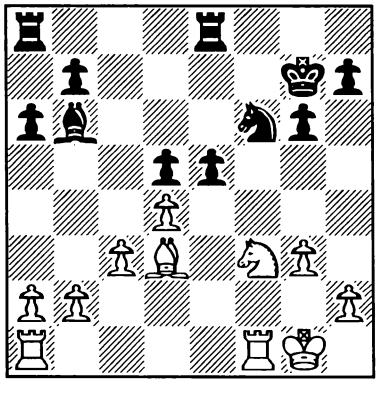

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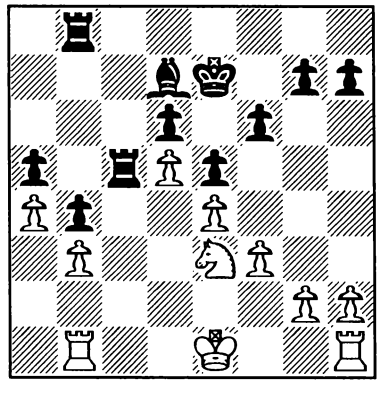

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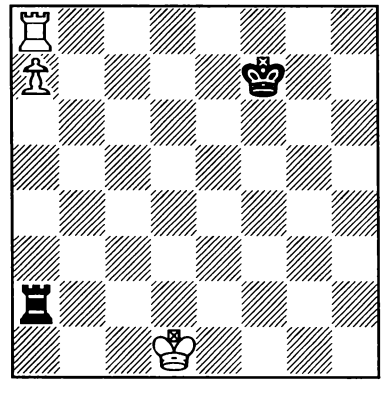
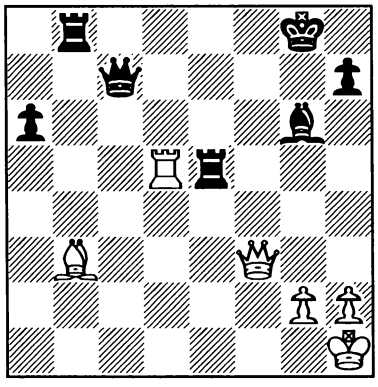


❿ How many ways can a queen get from d1 to h7 in two moves?

BEST MOVE CONTEST 27

❶



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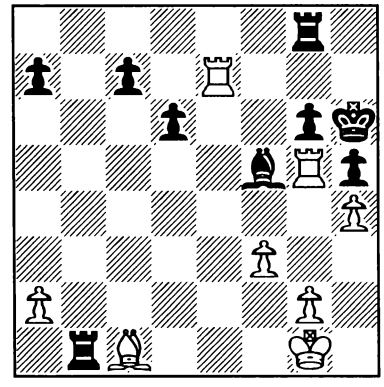

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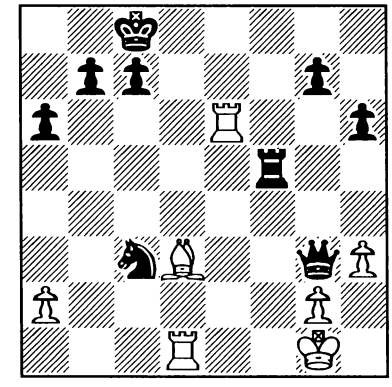

MATE

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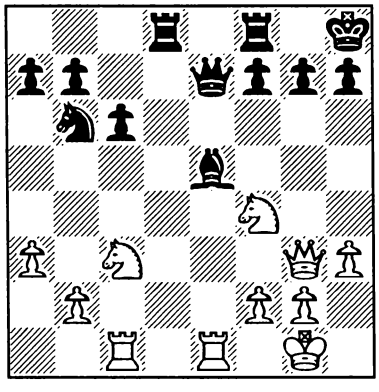

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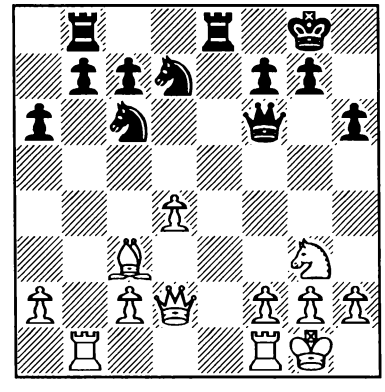

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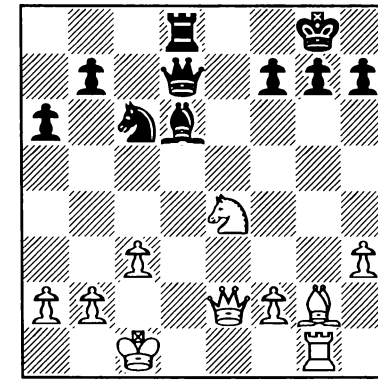

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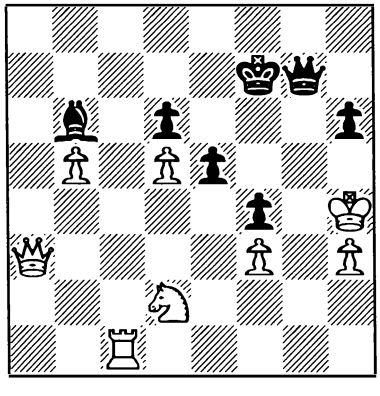

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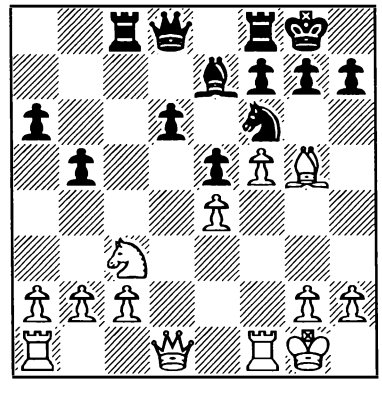

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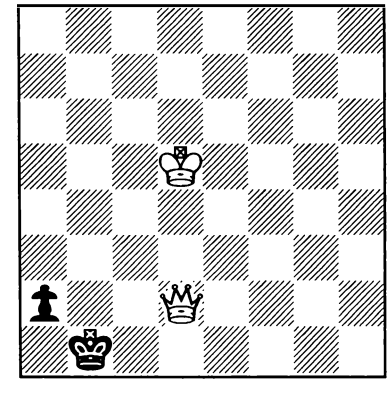


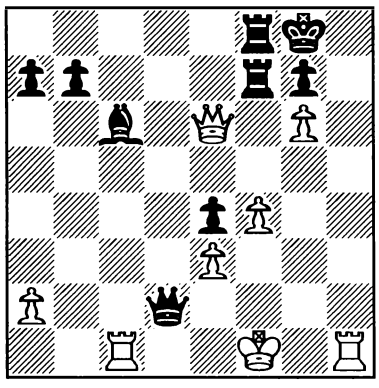
BEST MOVE

❿ How many pawn moves are needed in order to move all the pieces off the first rank?

BEST MOVE CONTEST 28

MATE

❶



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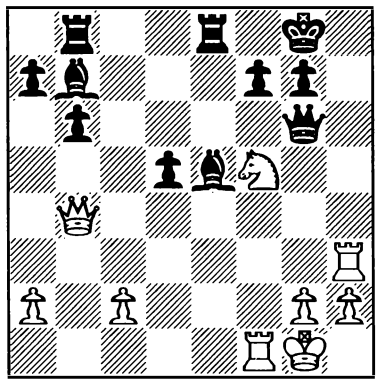

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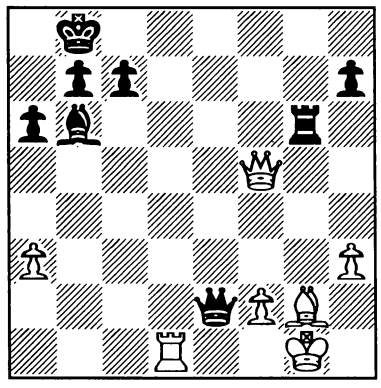

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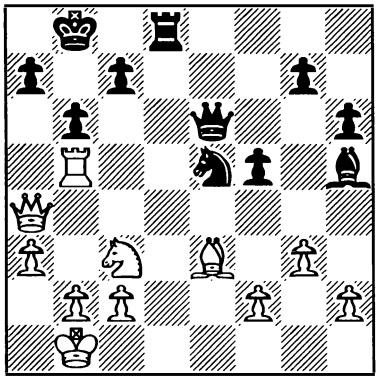

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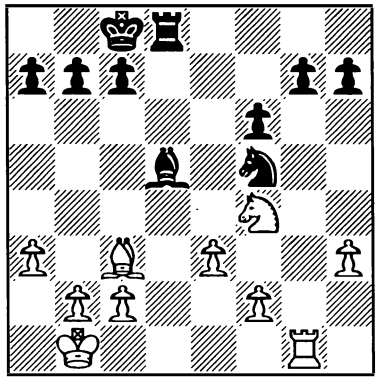

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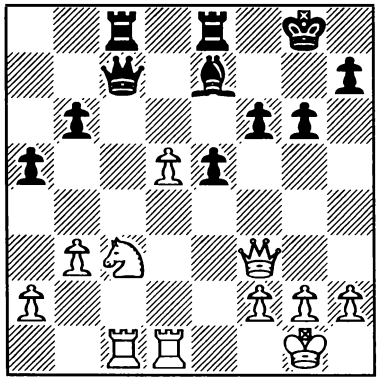

BEST MOVE

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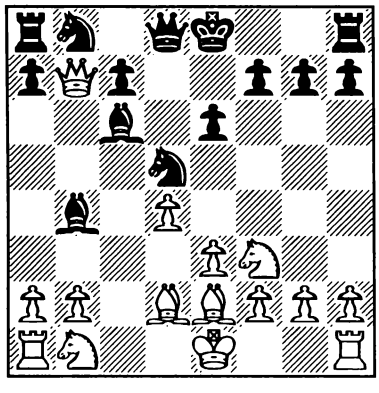

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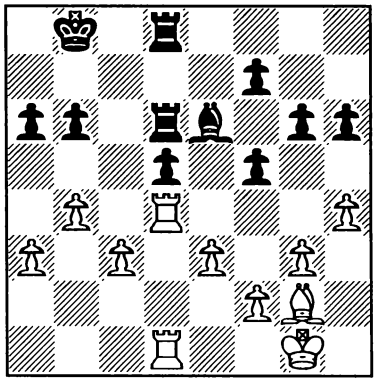

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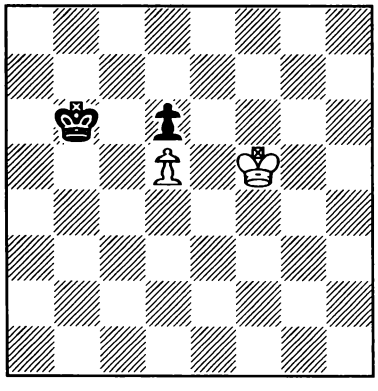
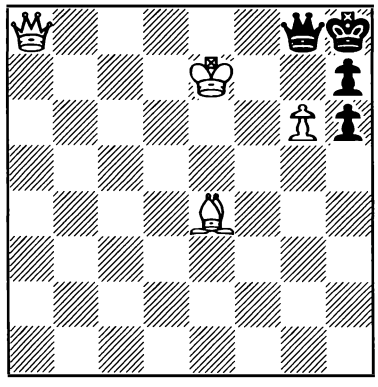


❿ What is the most pawn moves in a game?

BEST MOVE CONTEST 29

❶



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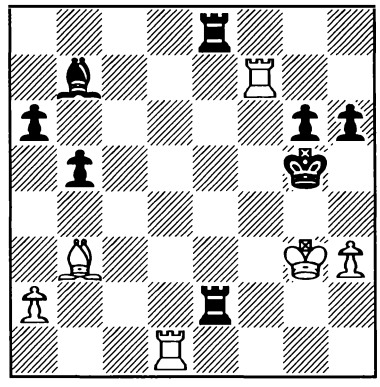
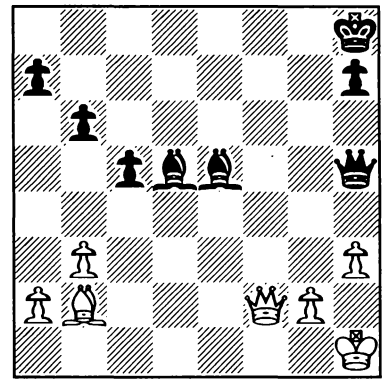
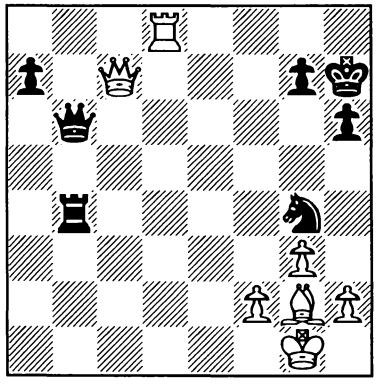


❸



MATE

❹



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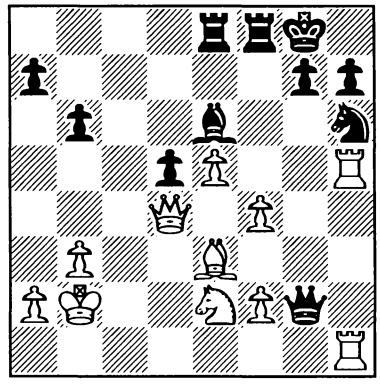

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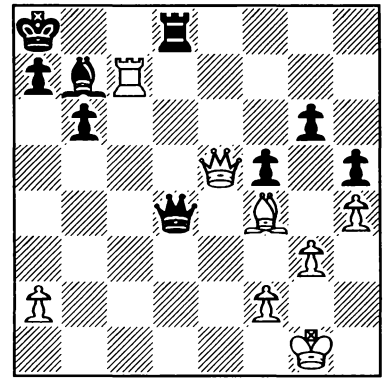
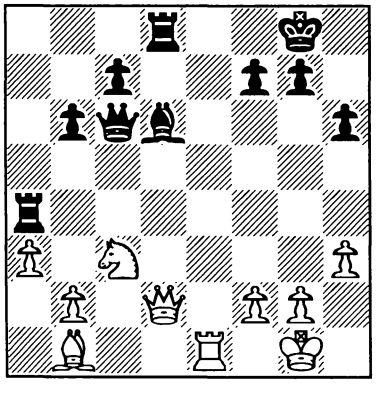


MATERIAL

❼



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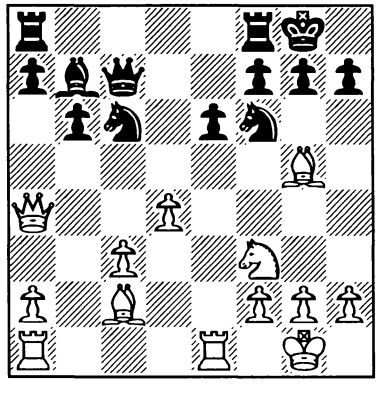

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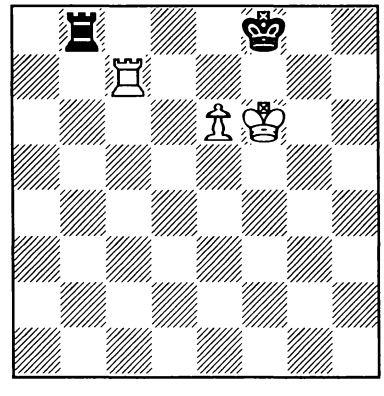


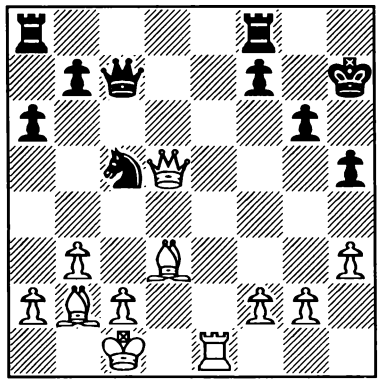
BEST MOVE

❿ Without any help from other pieces, how many pawns are needed to checkmate a lone king in the centre of the board?

BEST MOVE CONTEST 30

MATE

❶



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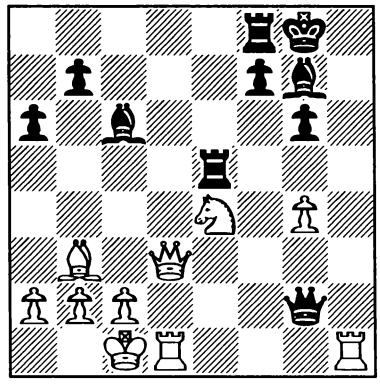

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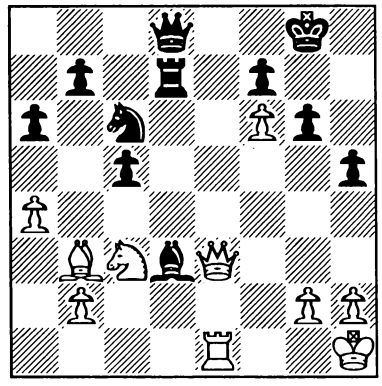
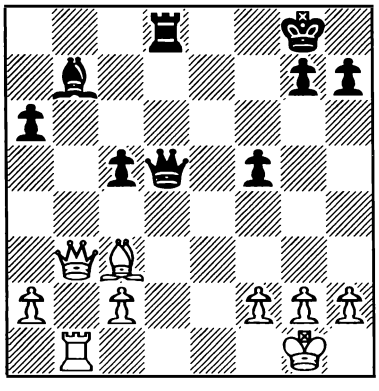


MATERIAL

❹



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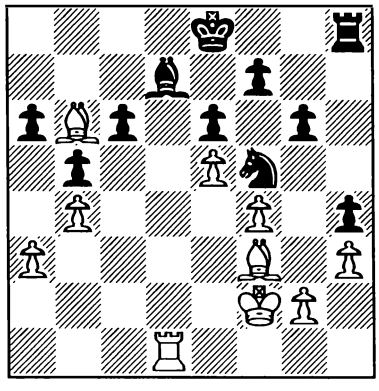

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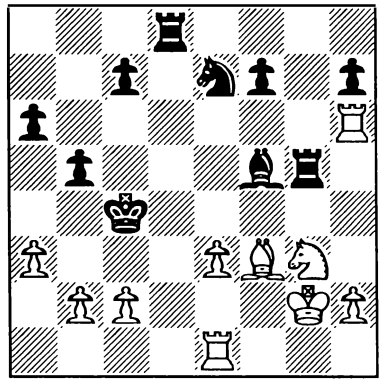
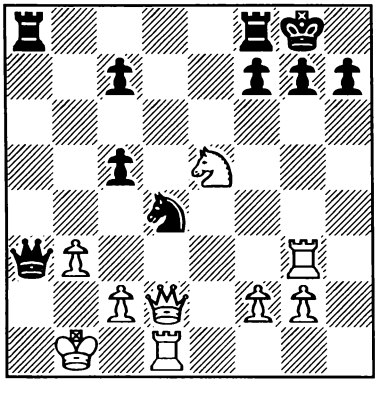


BEST MOVE

❼



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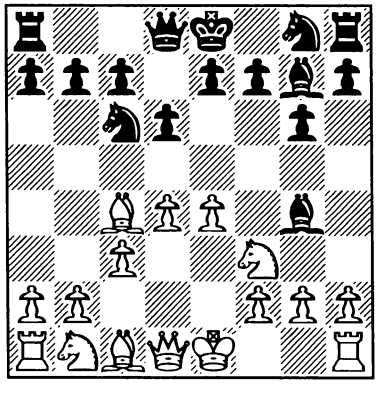

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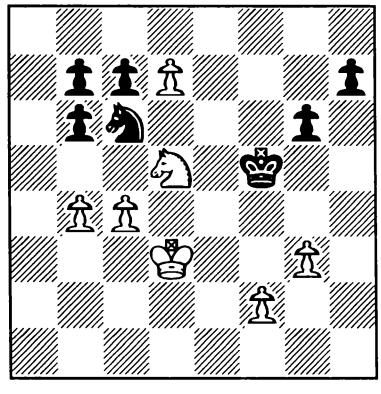
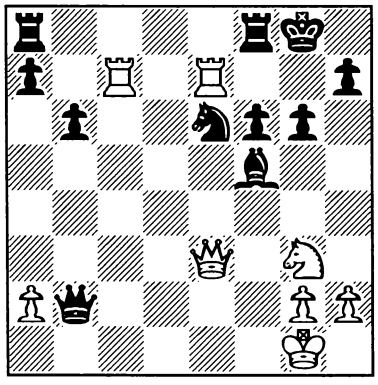


❿ How many rooks can be placed on a board so that none attack each other?

153 ☜ WHITE TO MOVE

BEST MOVE CONTEST 31

❶



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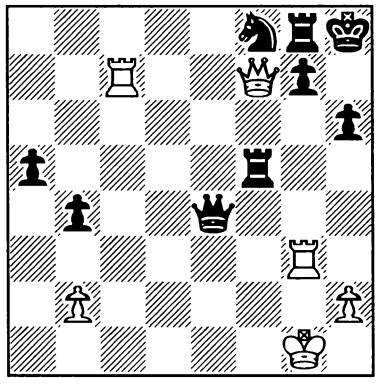

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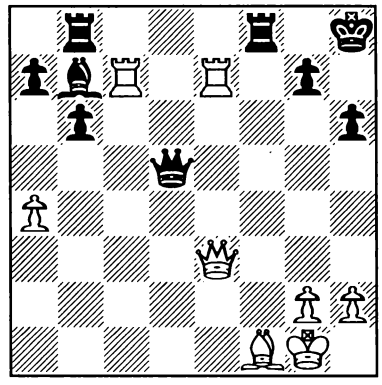

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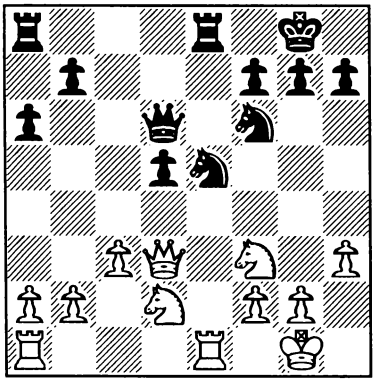

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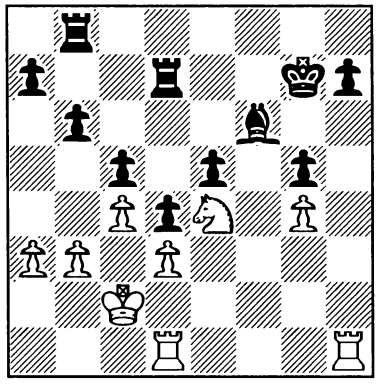

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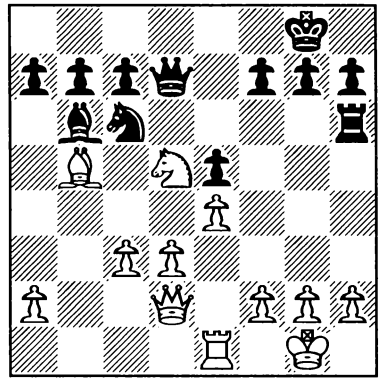

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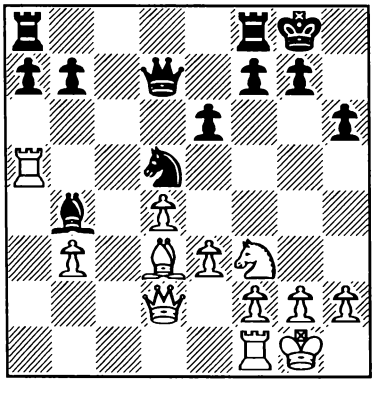

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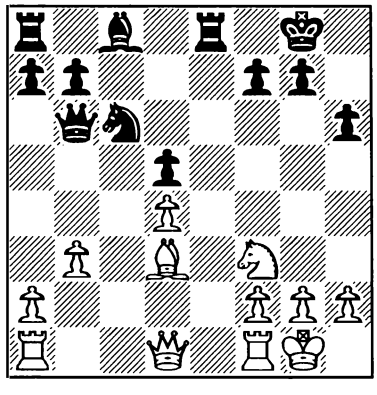

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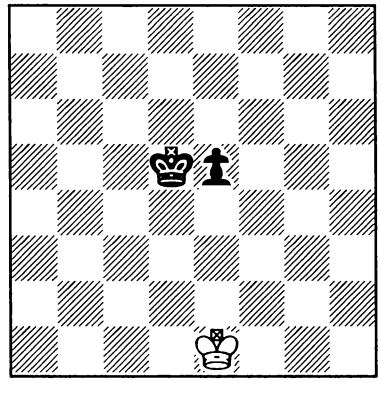
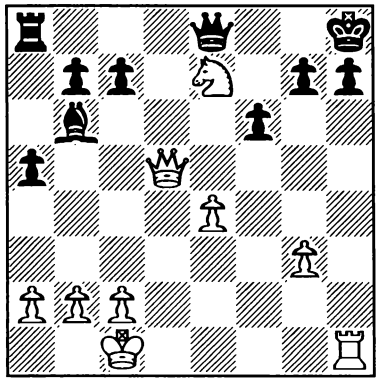


❿ On which squares does a bishop have its maximum mobilty? (*mobilty = number of moves*)

BEST MOVE CONTEST 32

MATE

❶



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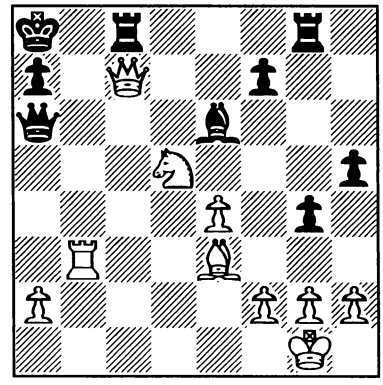

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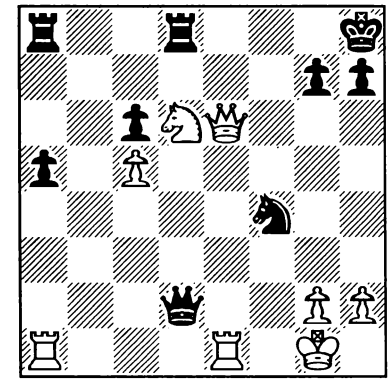
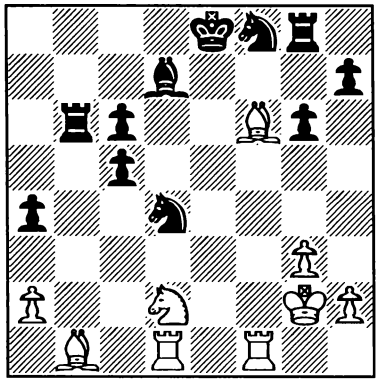


MATERIAL

❹



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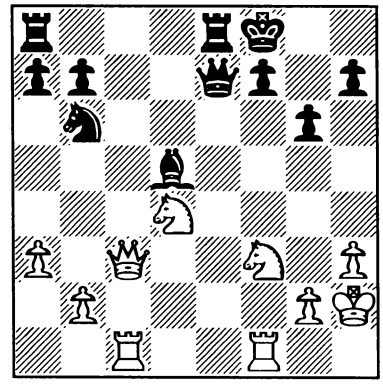

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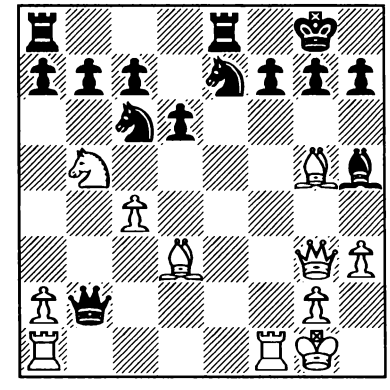
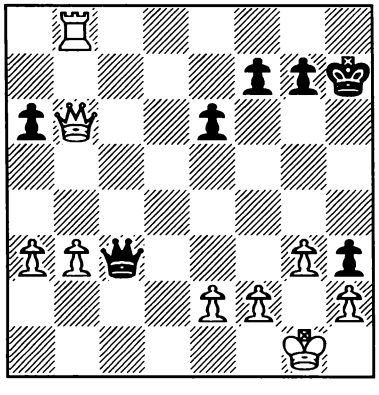


BEST MOVE

❼



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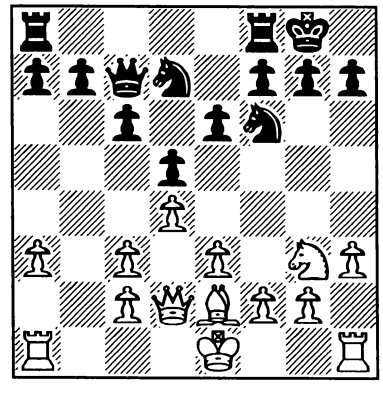

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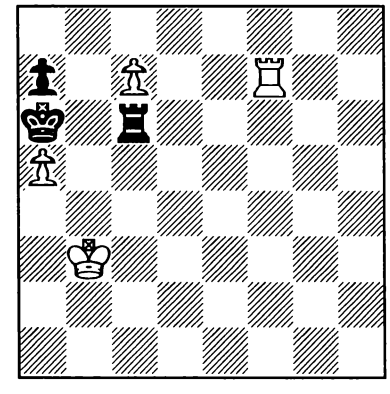
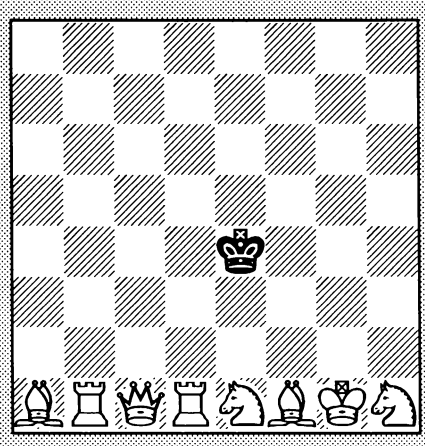
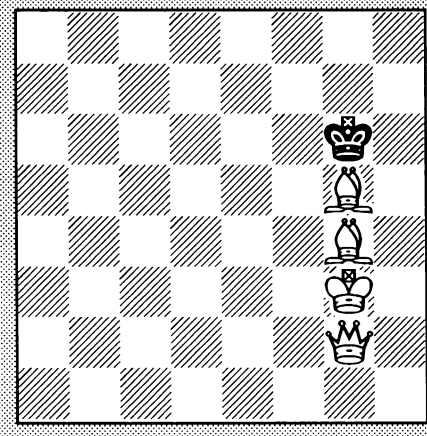


❿ What is the most *en passant* captures in a game?

LILY'S PUZZLERS

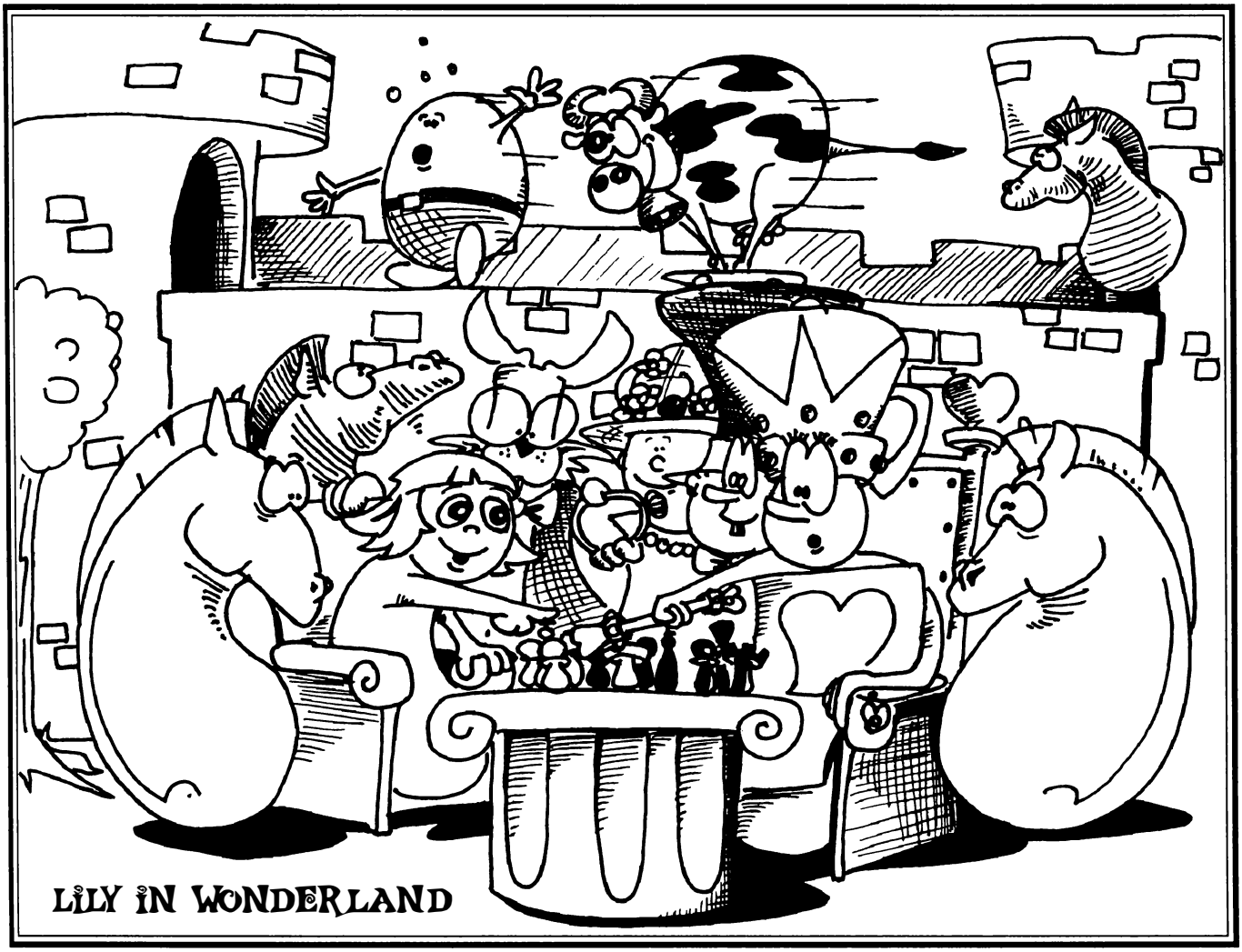


MATE IN 1



MATE IN 2

❹ WHITE TO MOVE
SOLUTIONS PAGE 237

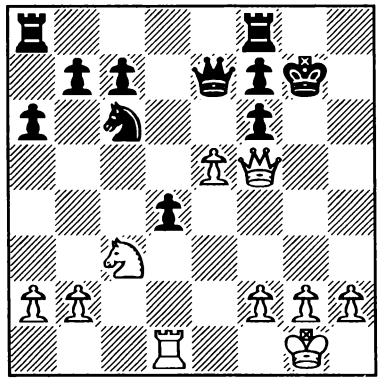


LILY IN WONDERLAND

BEST MOVE CONTEST 33

MATE

❶



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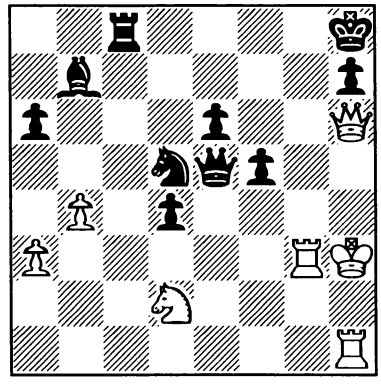

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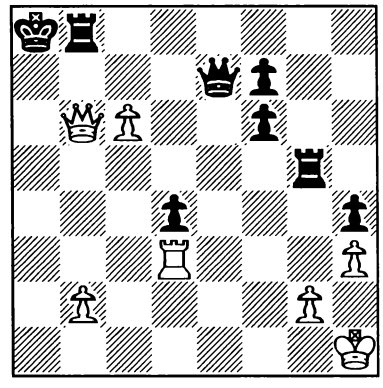
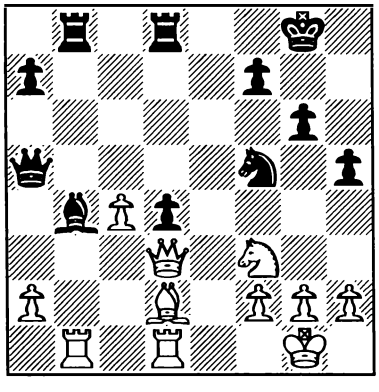


MATERIAL

❹



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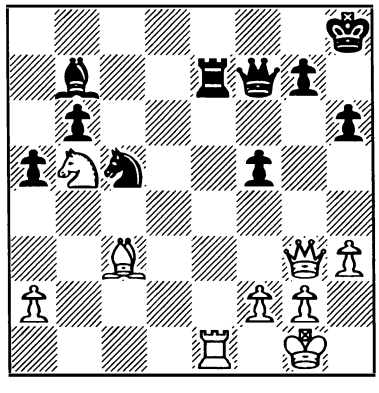

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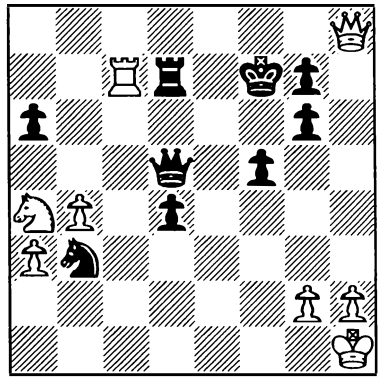
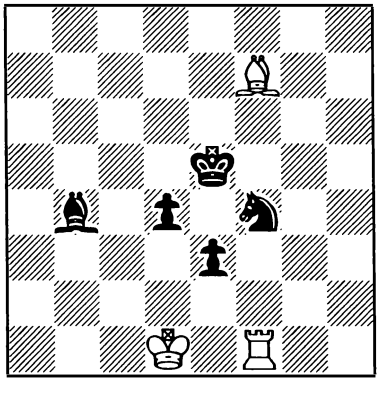


BEST MOVE

❼



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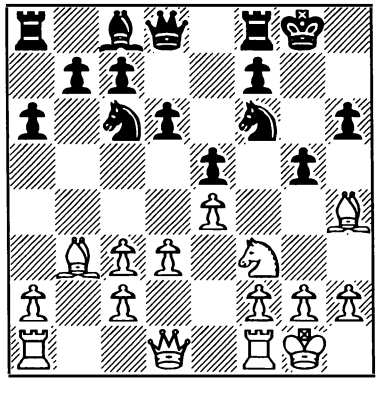

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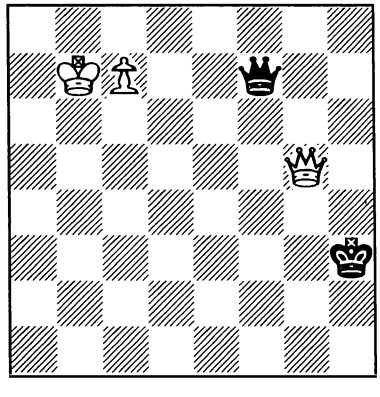
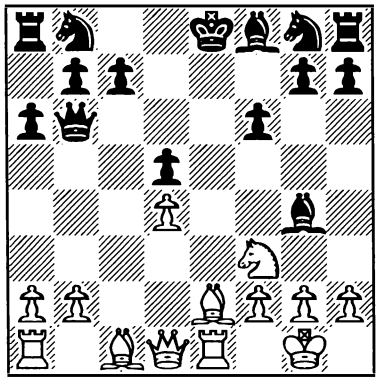


❿ On which squares does a knight have its maximum mobilty?

BEST MOVE CONTEST 34

❶



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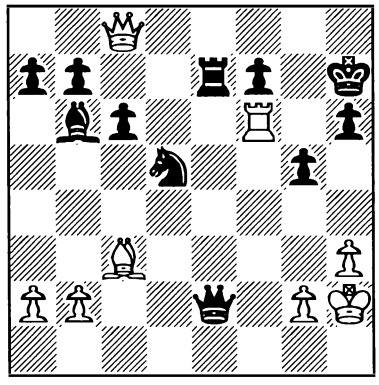

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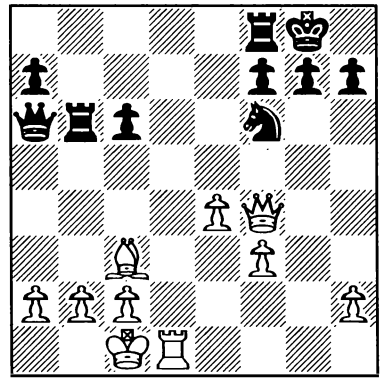
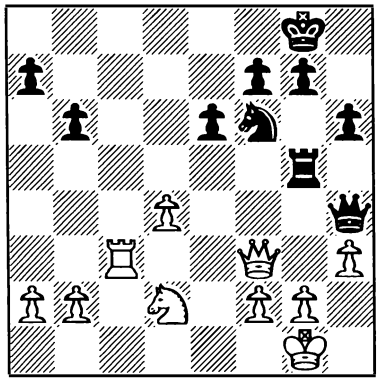


MATE

❹



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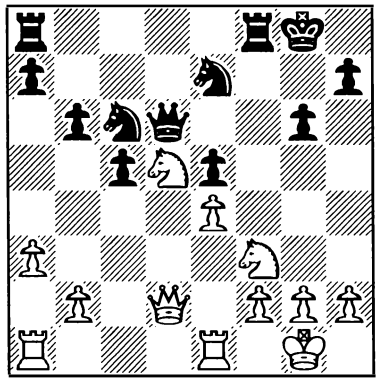
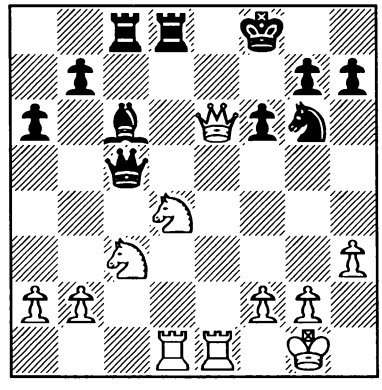
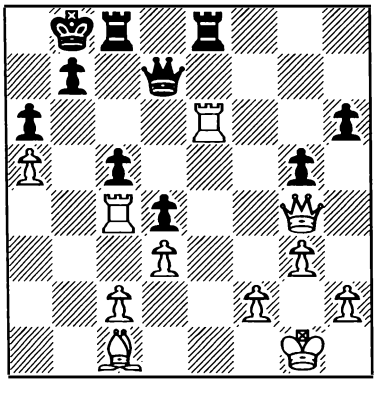


❻



MATERIAL

❼



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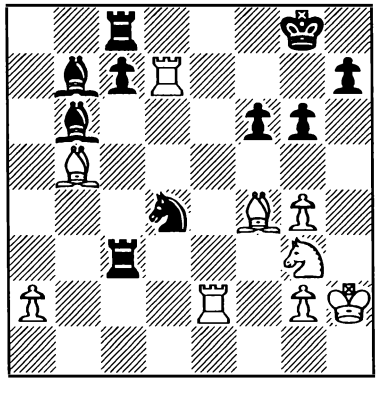

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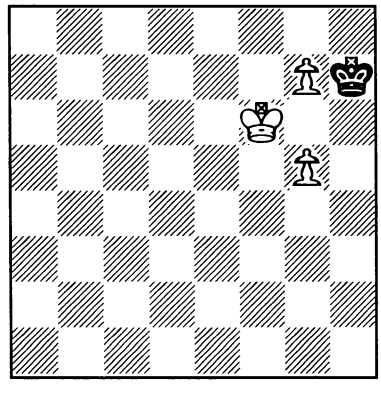
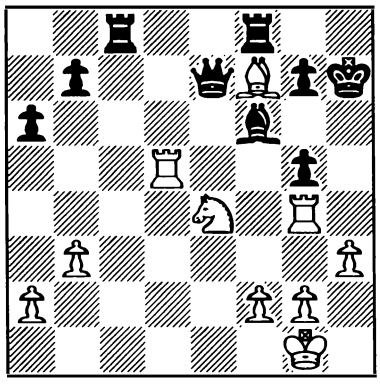


BEST MOVE

❿ How many ways can a knight get from c3 to f5 in three moves?

BEST MOVE CONTEST 35

❶



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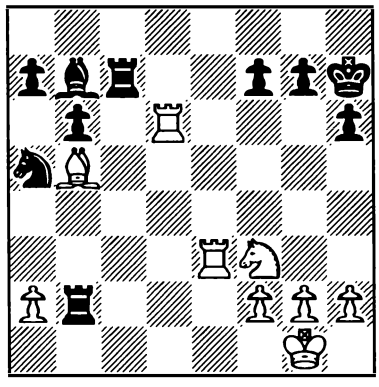

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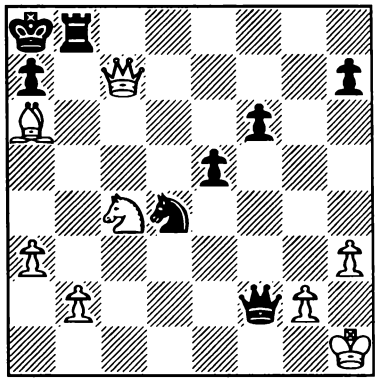
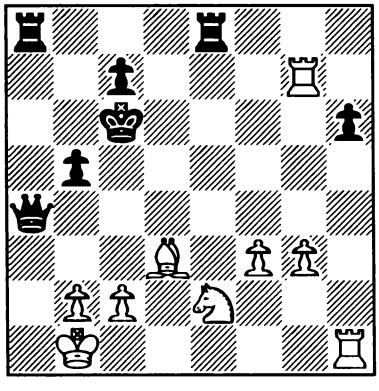


MATE

❹



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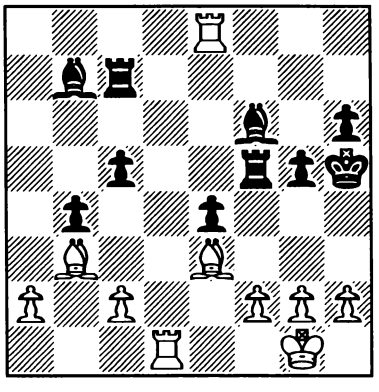

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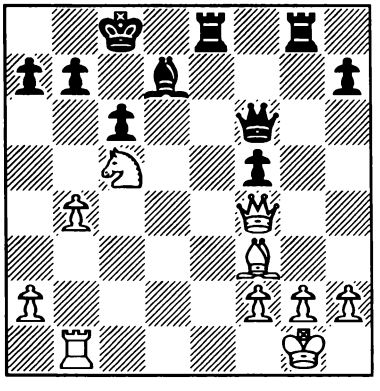
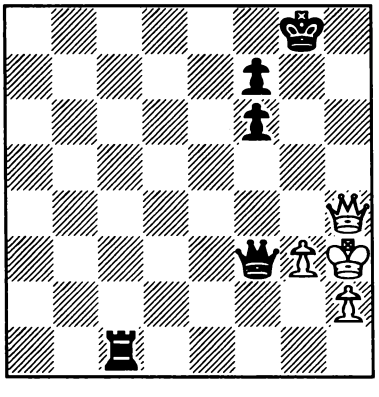


MATERIAL

❼



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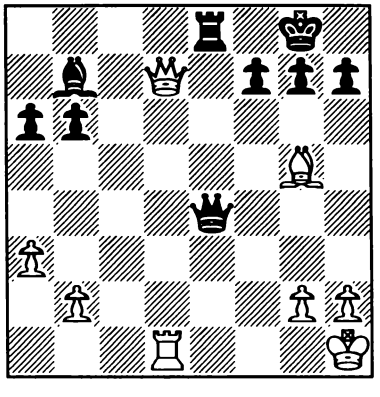

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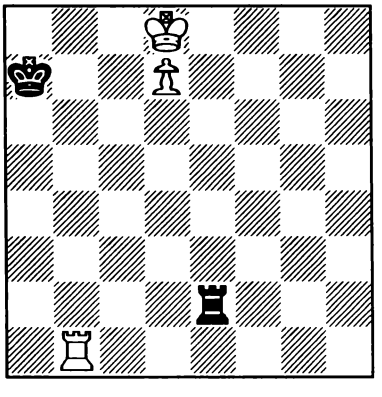
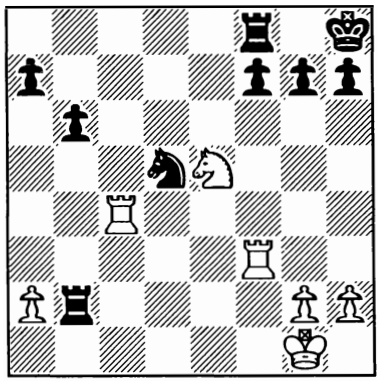


BEST MOVE

❿ Without any help from other pieces, how many bishops are needed to checkmate a lone king in the centre of the board?

BEST MOVE CONTEST 36

❶



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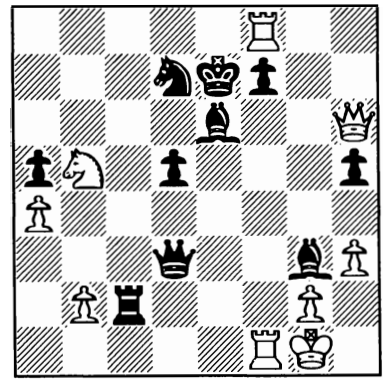
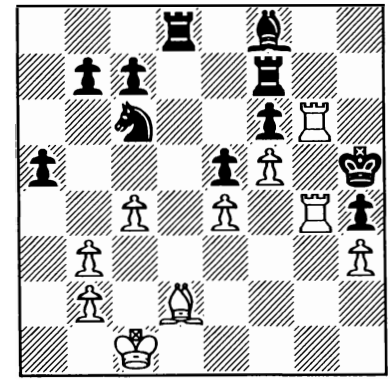
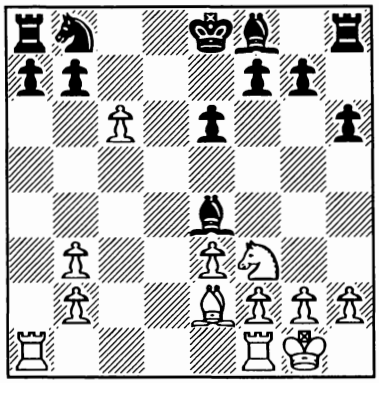


❸



MATE

❹



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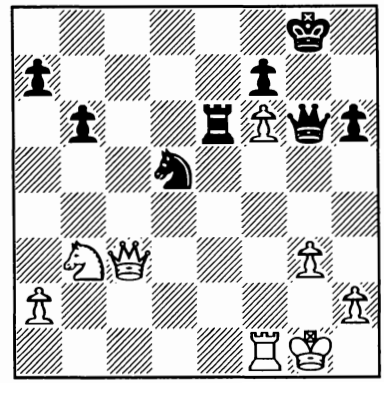

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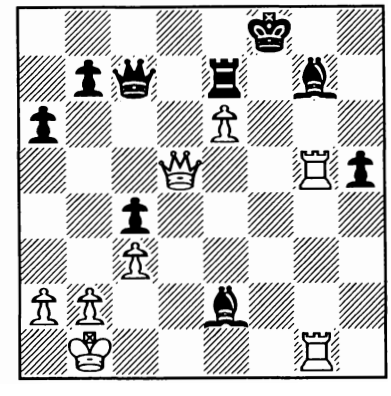
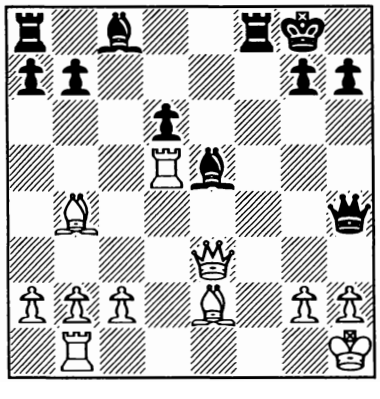


MATERIAL

❼



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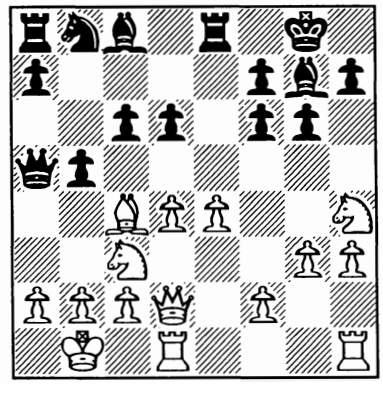

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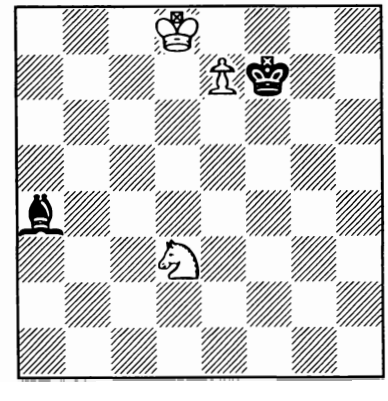


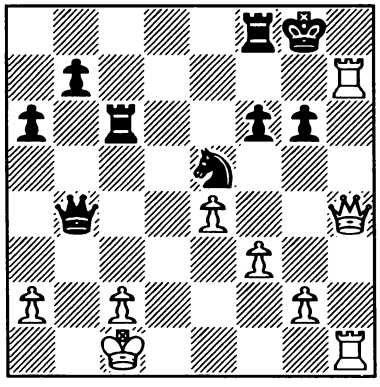
BEST MOVE

❿ How many knights can be placed on the board so that none attack each other?

BEST MOVE CONTEST 37

MATE

❶



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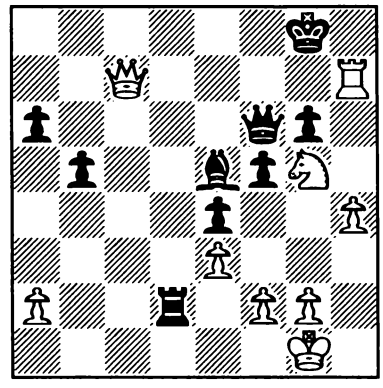
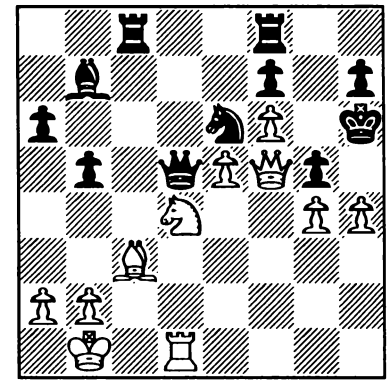
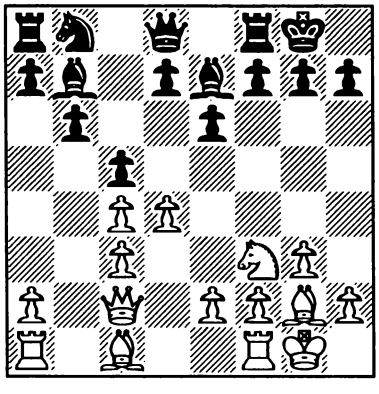


❸



MATERIAL

❹



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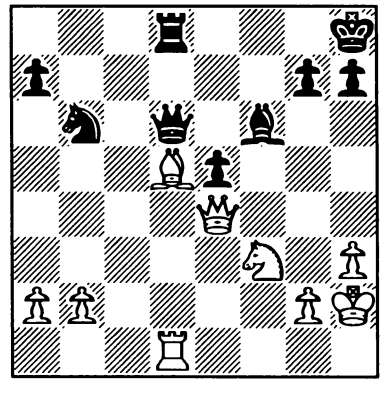

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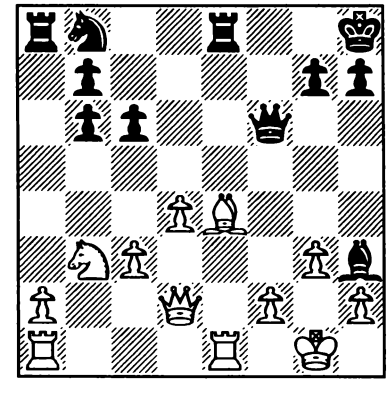
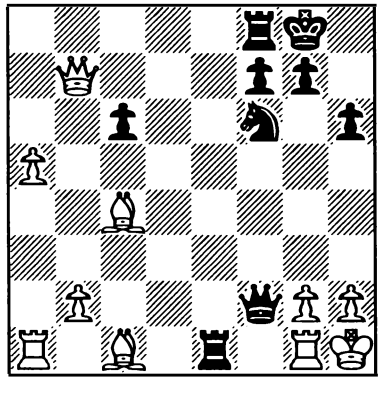


BEST MOVE

❼



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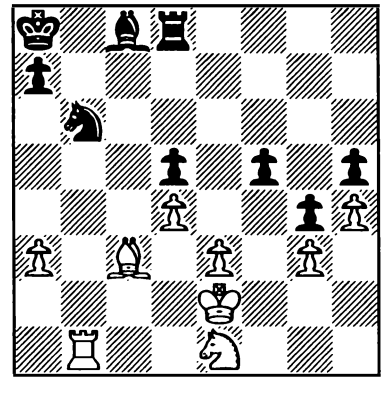

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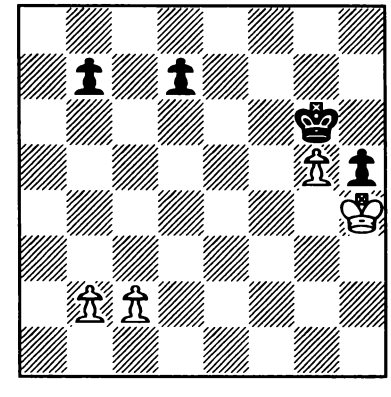


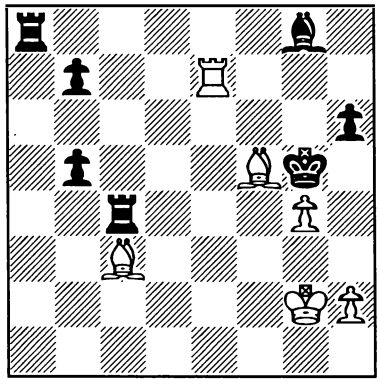
❿ How many kings can be placed on the board so that none attack each other?

160 ☜ WHITE TO MOVE

BEST MOVE CONTEST 38

MATE

❶



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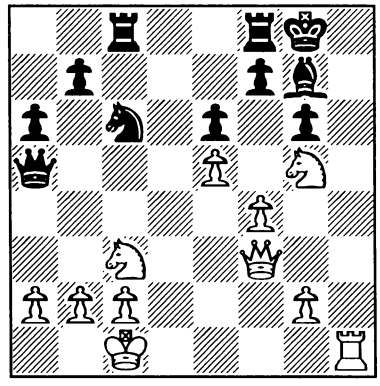

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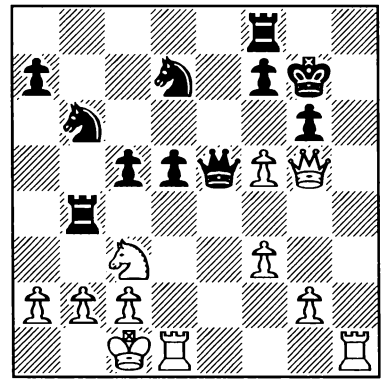
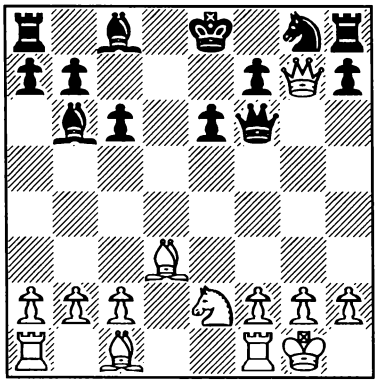


MATERIAL

❹



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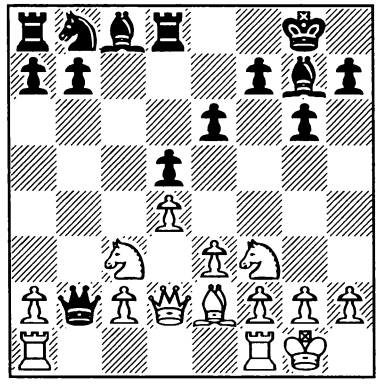

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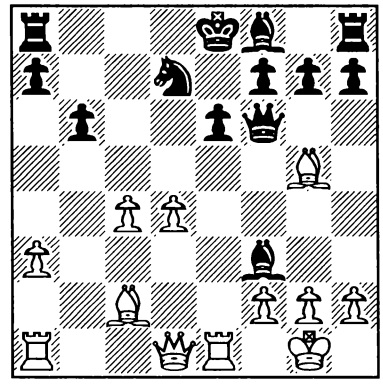
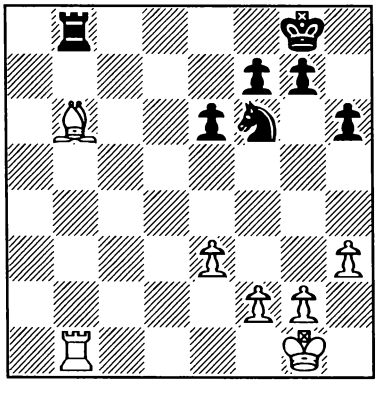


BEST MOVE

❼



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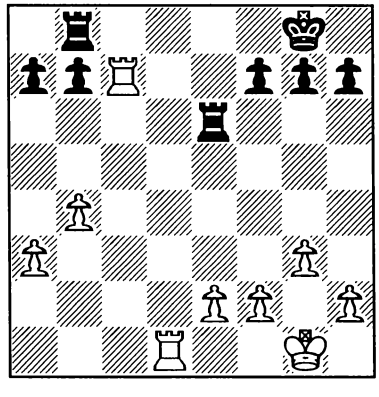

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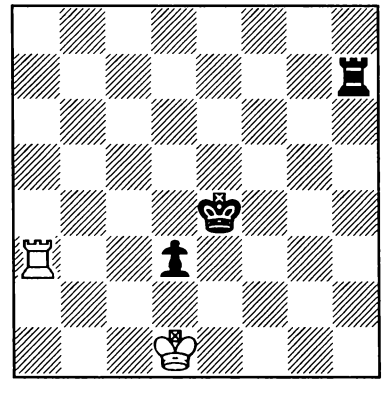
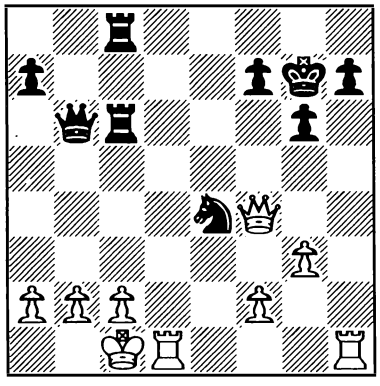


❿ On which squares does a rook have its maximum mobilty?

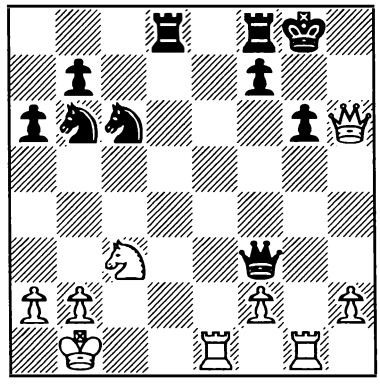
BEST MOVE CONTEST 39

MATE

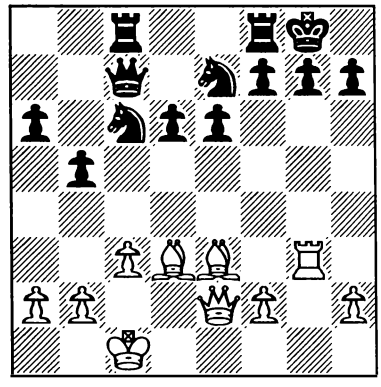
❶



❷

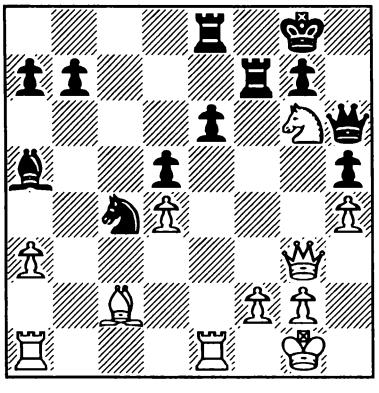


❸

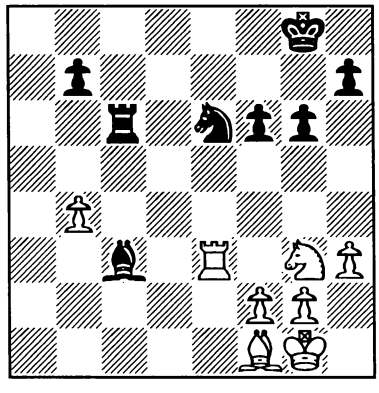


MATERIAL

❹



❺



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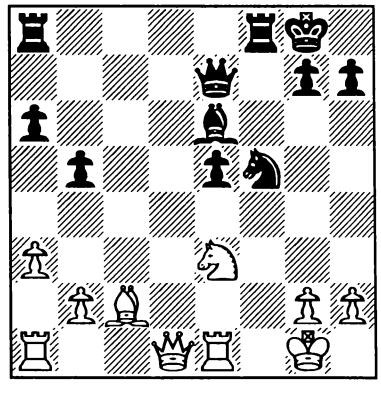
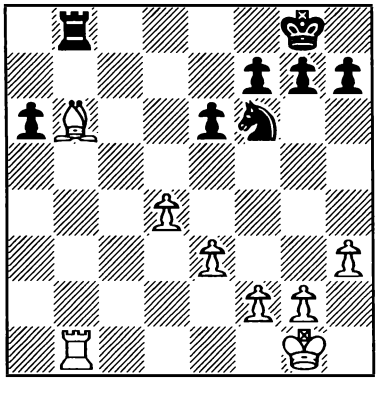


BEST MOVE

❼



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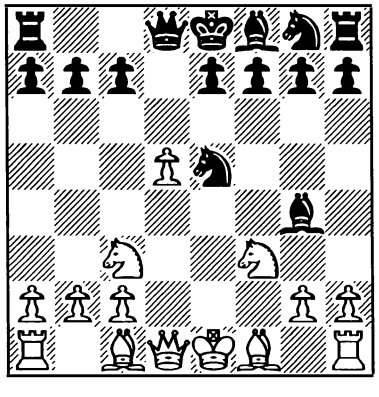

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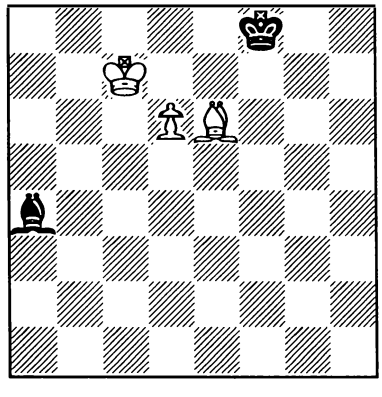
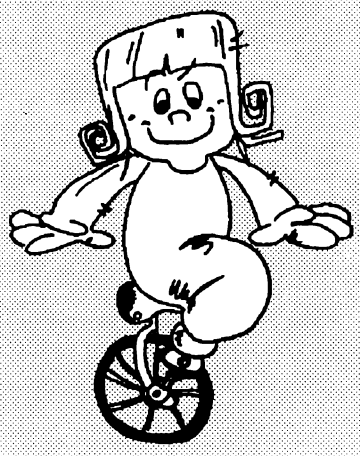
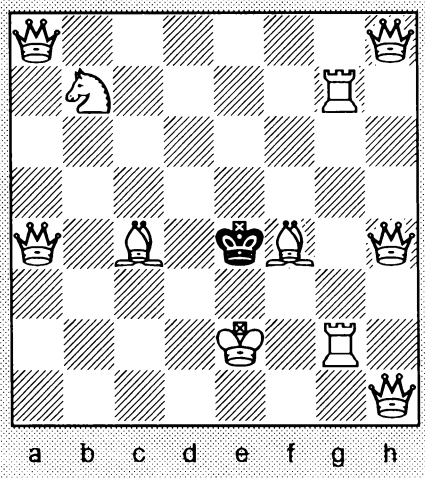


❿ How many queens can be placed on the board so that each one protects every other?

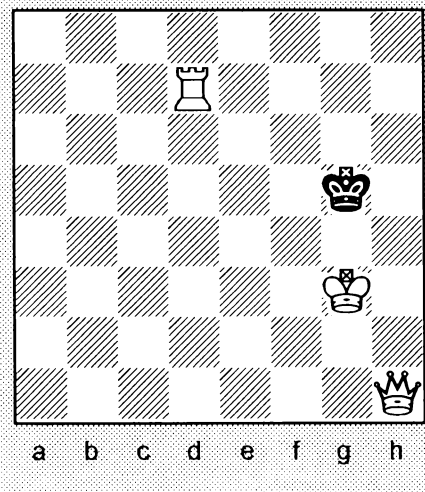
LILY'S PUZZLERS





a b c d e f g h

MATE IN 1



a b c d e f g h

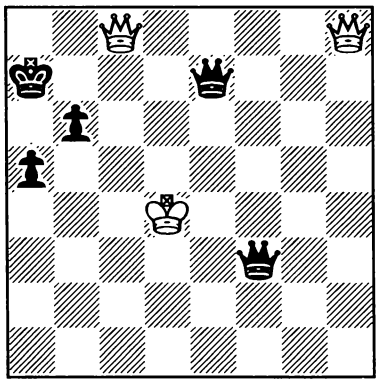
MATE IN 2

❺ ***WHITE TO MOVE***
SOLUTIONS PAGE 237

BEST MOVE CONTEST 40

MATE

❶



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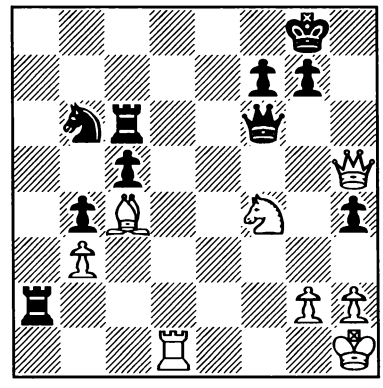

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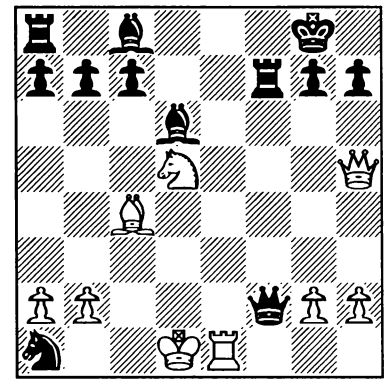
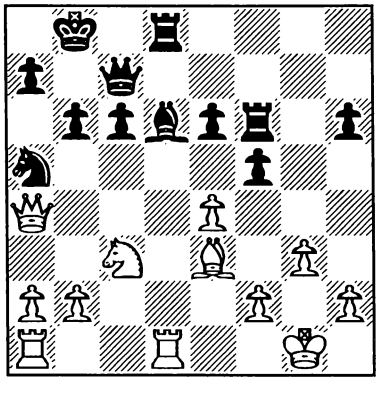


MATERIAL

❹



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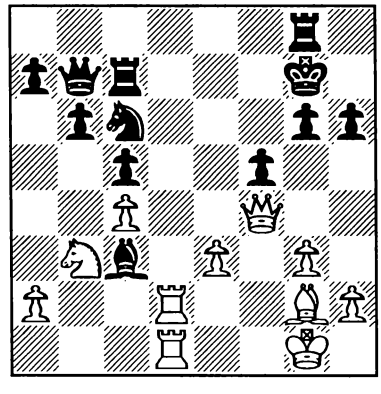

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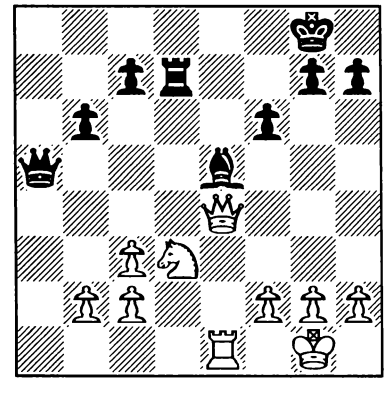
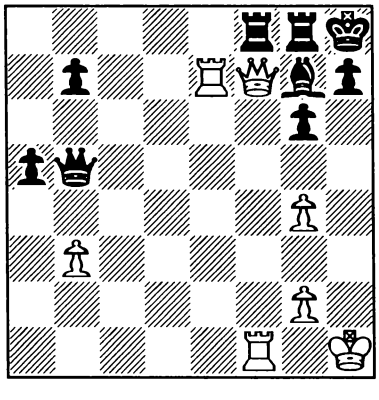


BEST MOVE

❼



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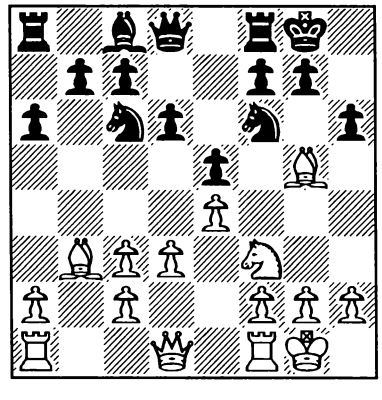

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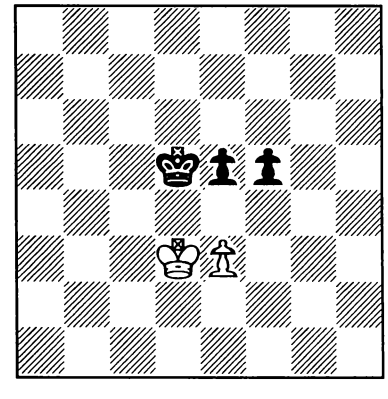
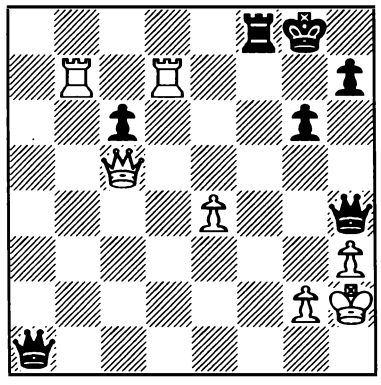


❿ From the starting position, how many moves are needed for the white rooks to switch places?

BEST MOVE CONTEST 41

❶



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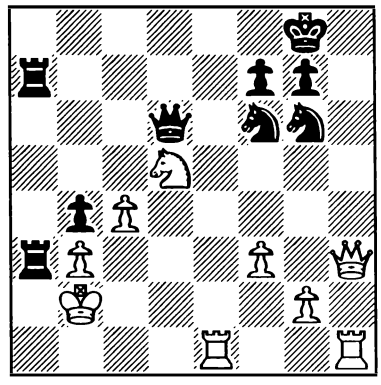

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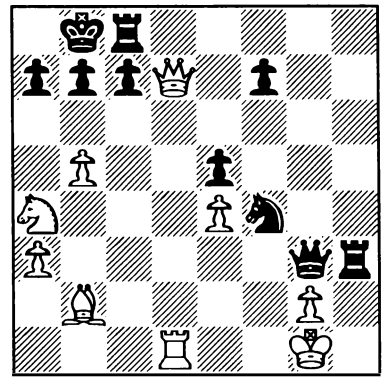
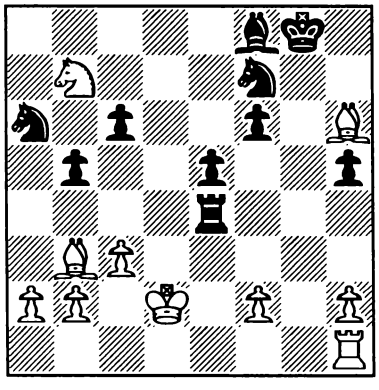


MATE

❹



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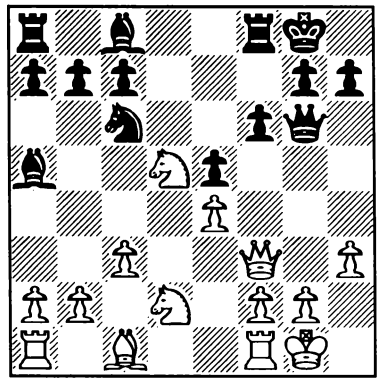

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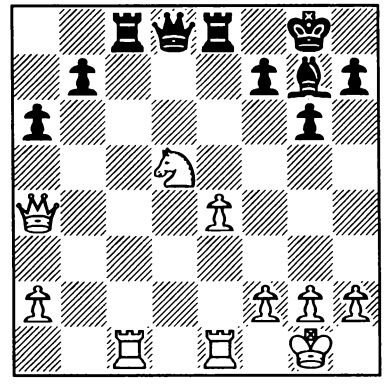
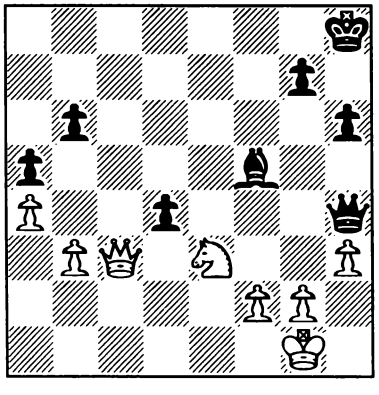


MATERIAL

❼



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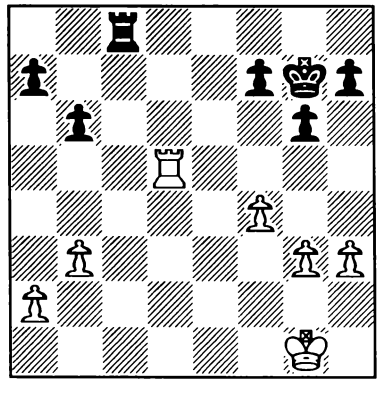

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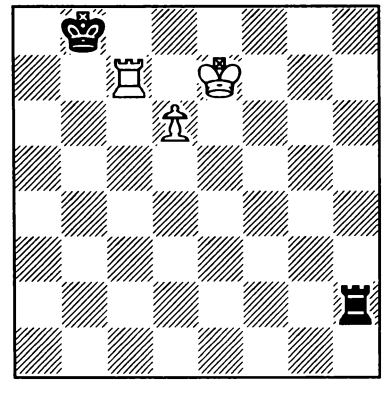


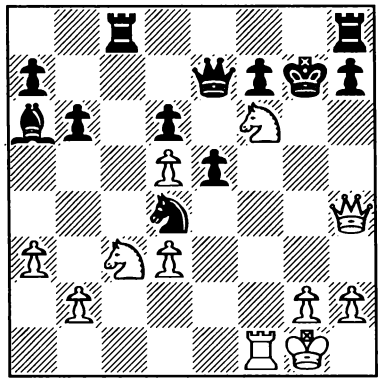
BEST MOVE

❿ On which squares does a queen have her maximum mobilty?

BEST MOVE CONTEST 42

MATE

❶



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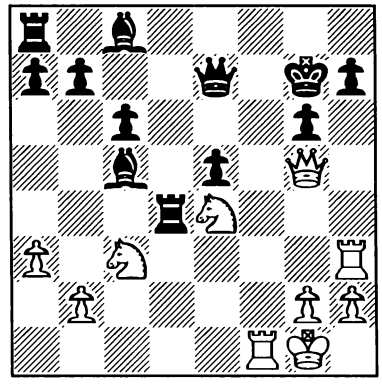

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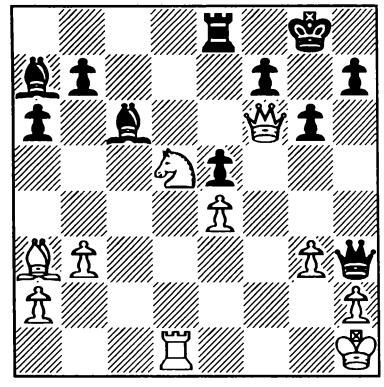
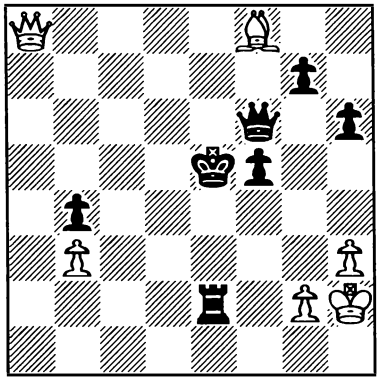


MATERIAL

❹



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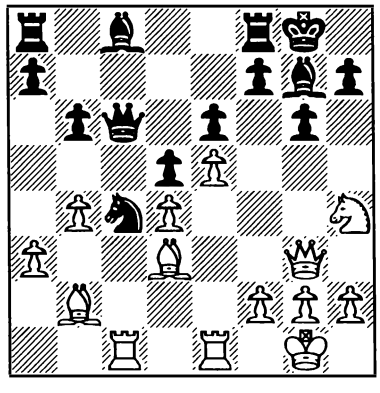

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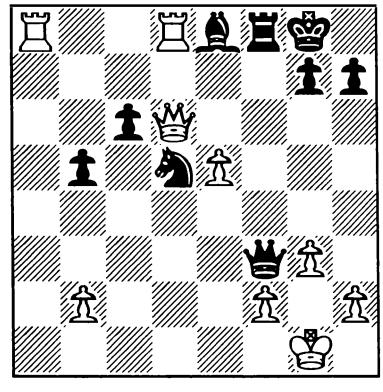
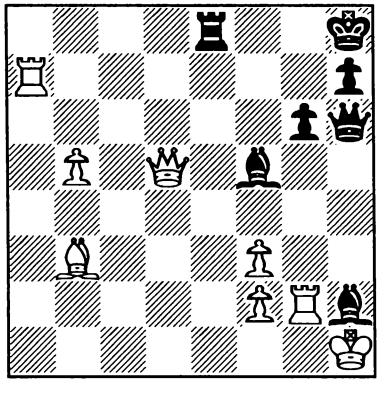


BEST MOVE

❼



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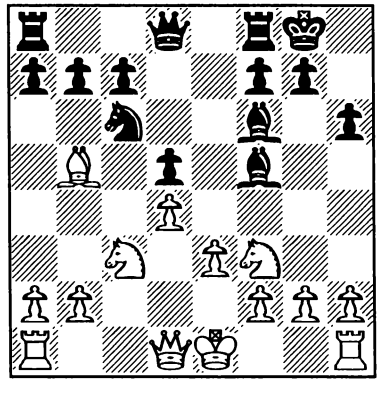

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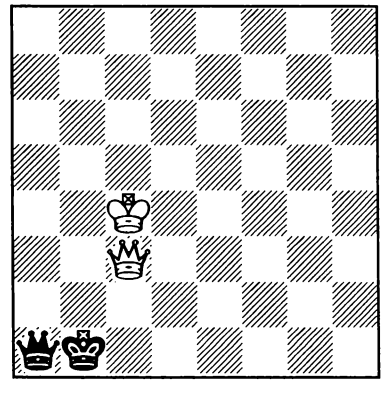
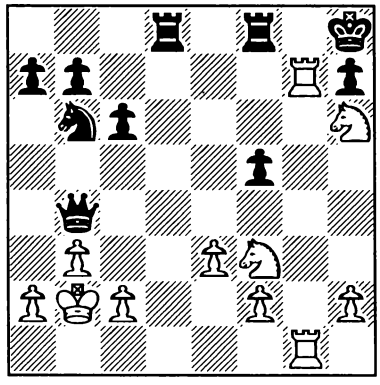


❿ Which squares cannot be attacked by any piece from the four central squares?

165 ☜ WHITE TO MOVE

BEST MOVE CONTEST 43

❶



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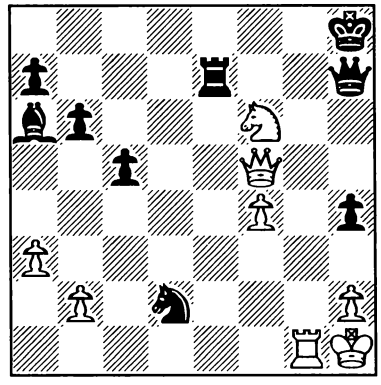

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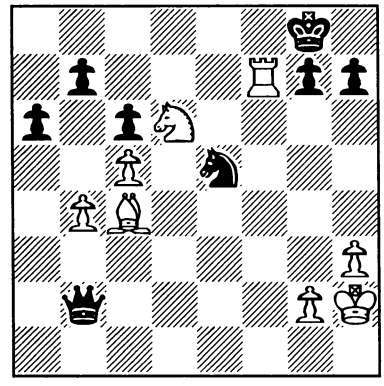
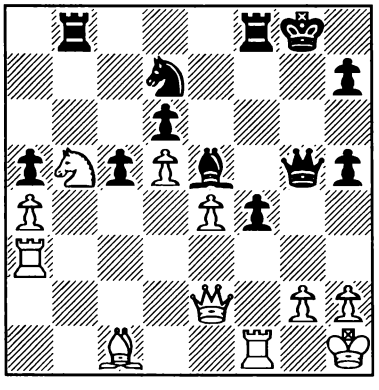


MATE

❹



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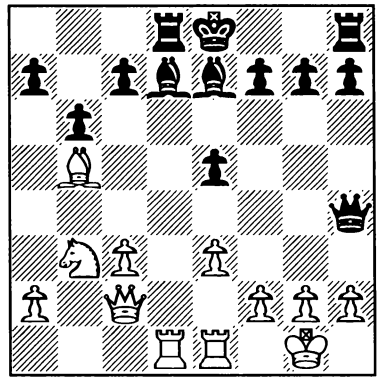

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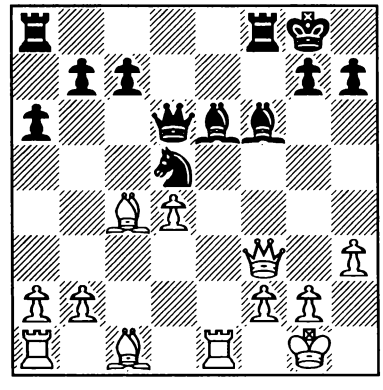
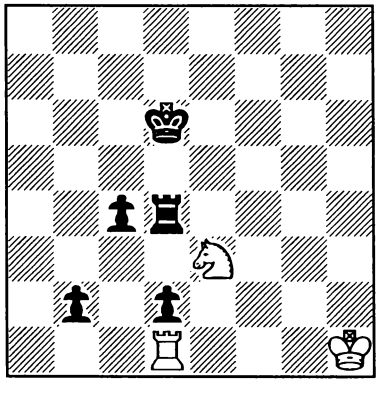


MATERIAL

❼



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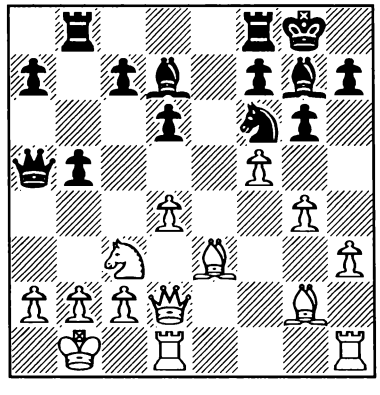

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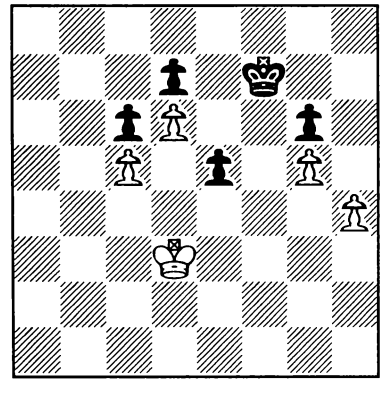


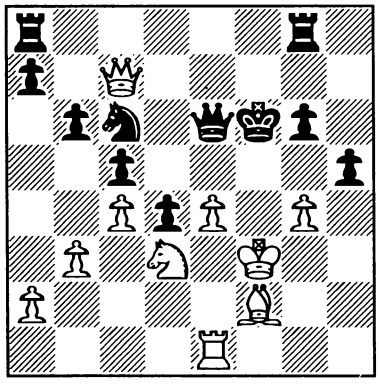
BEST MOVE

❿ What is the most total squares that can be attacked with two minor pieces?

BEST MOVE CONTEST 44

MATE

❶



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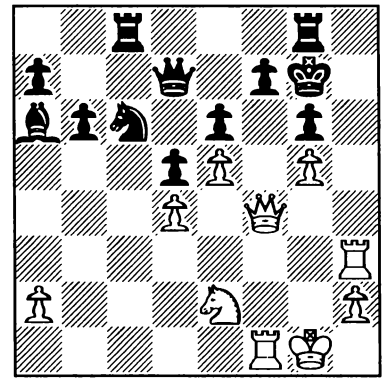

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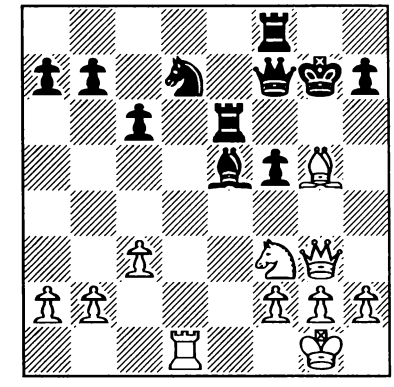
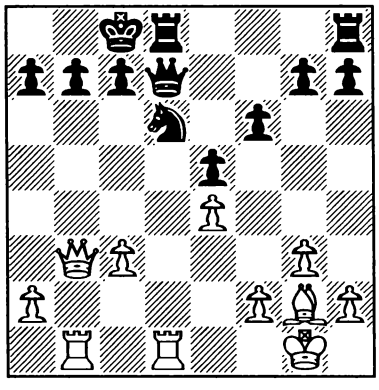


MATERIAL

❹



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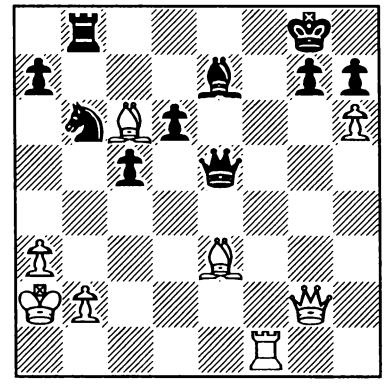

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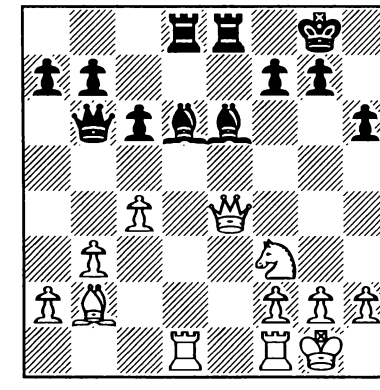
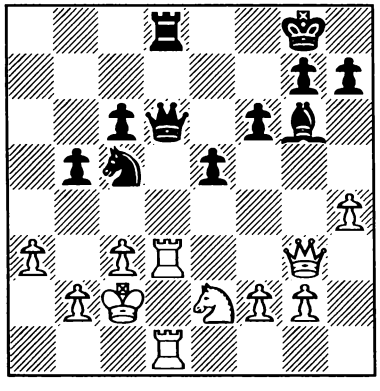


BEST MOVE

❼



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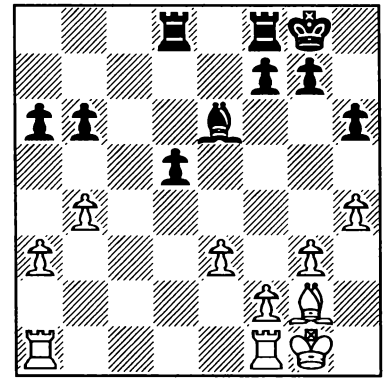

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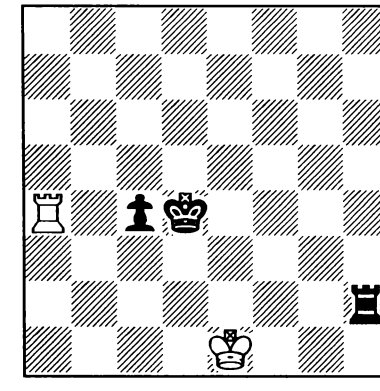
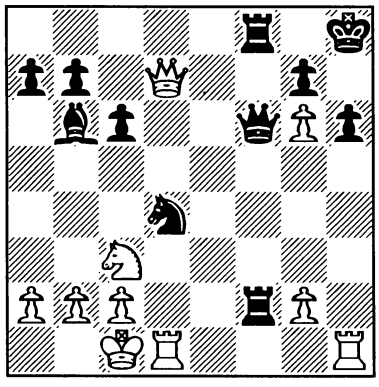


❿ What is the most total squares that can be attacked by two queens?

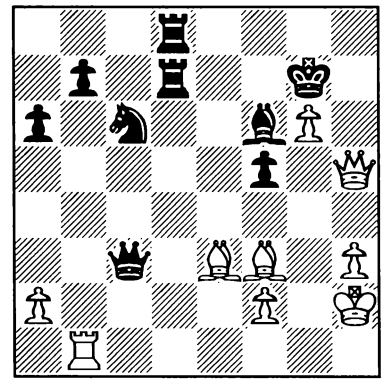
BEST MOVE CONTEST 45

MATE

❶



❷



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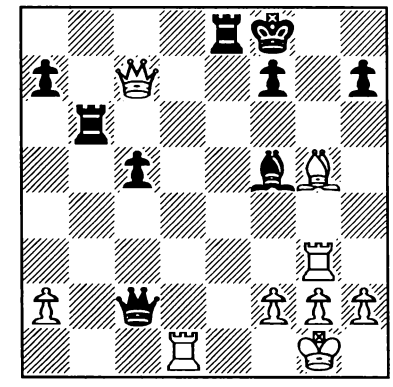
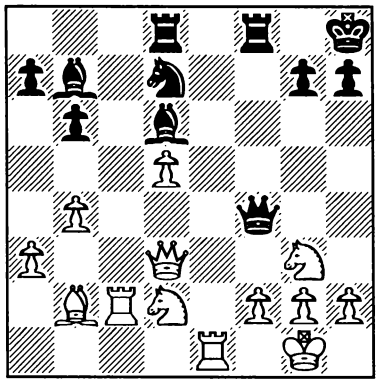


MATERIAL

❹



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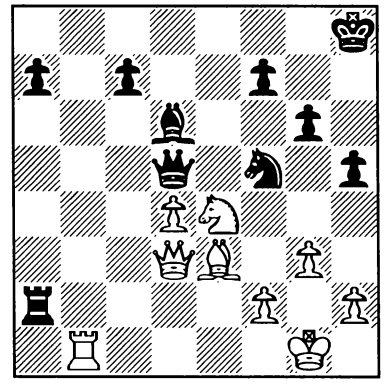

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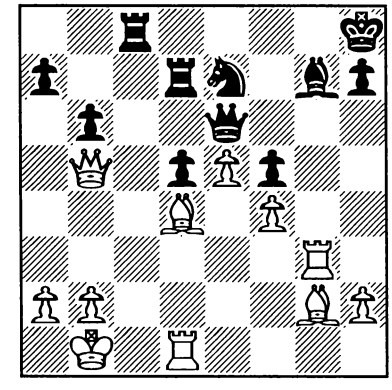
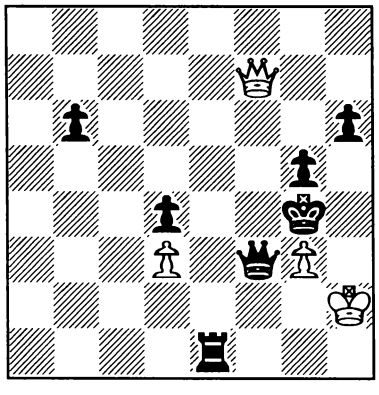
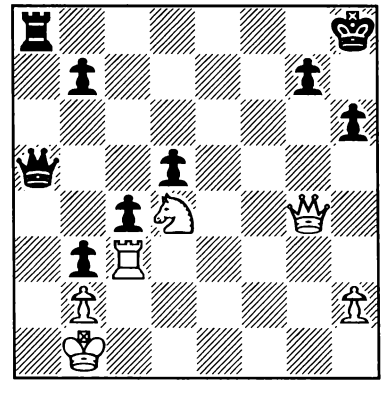


BEST MOVE

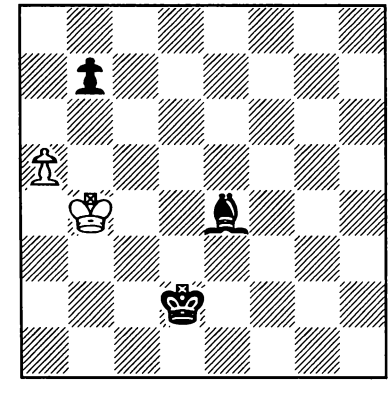
❼



❽



❾



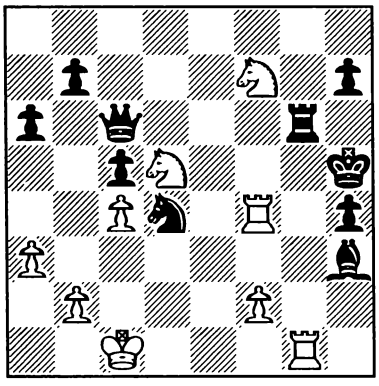
❿ On which squares does a knight have three possible moves?

WHITE TO MOVE ☞ *169*

BEST MOVE CONTEST 46

MATE

❶



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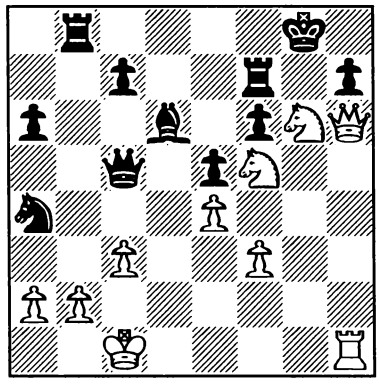
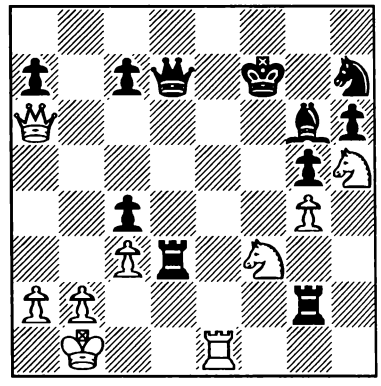
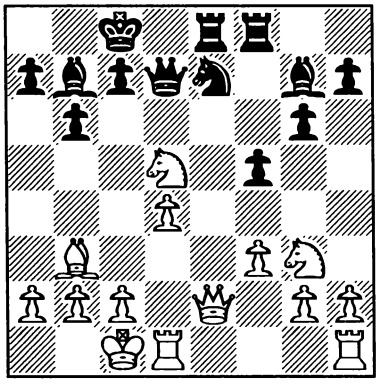


❸



MATERIAL

❹



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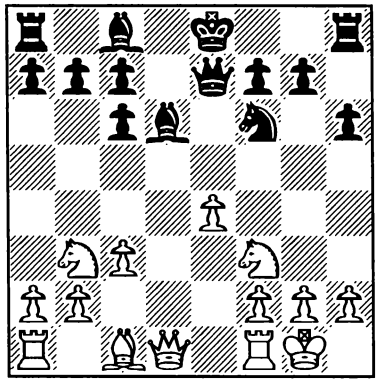

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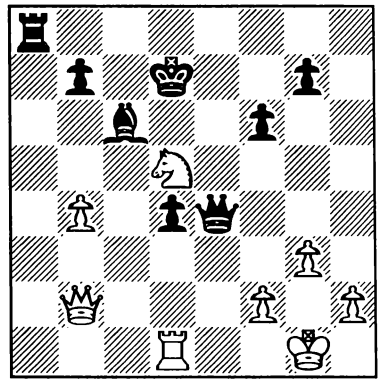
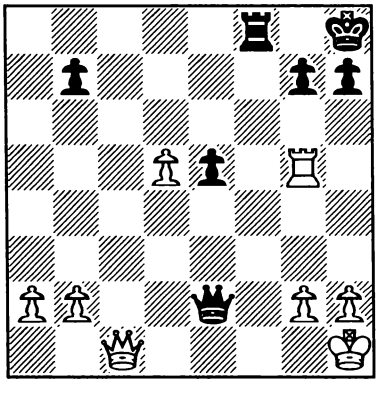


BEST MOVE

❼



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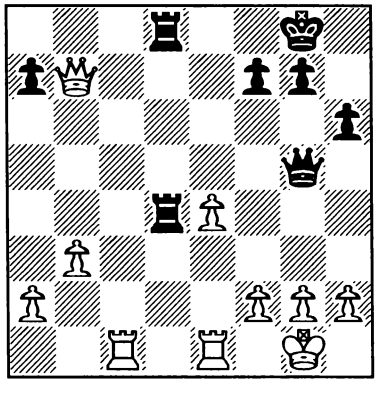

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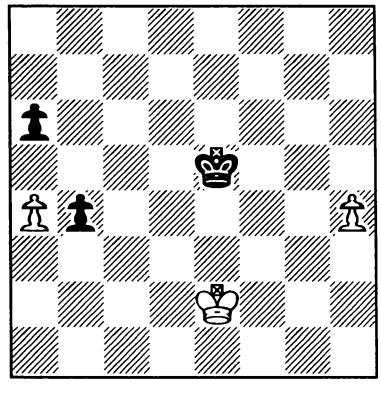
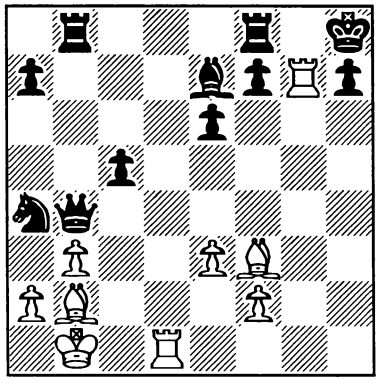


❿ What is the most total squares that can be attacked by two rooks?

BEST MOVE CONTEST 47

❶



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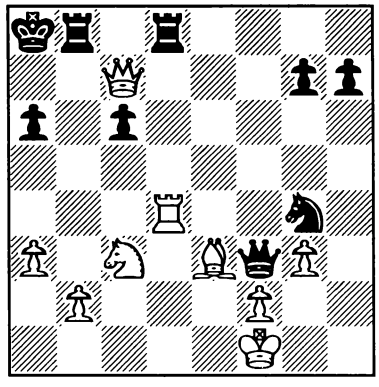

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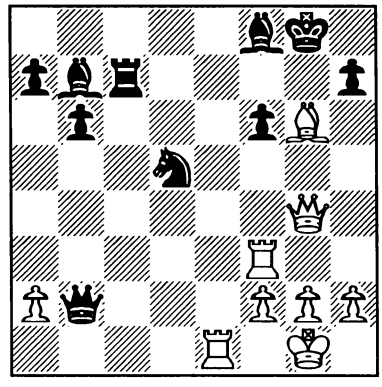
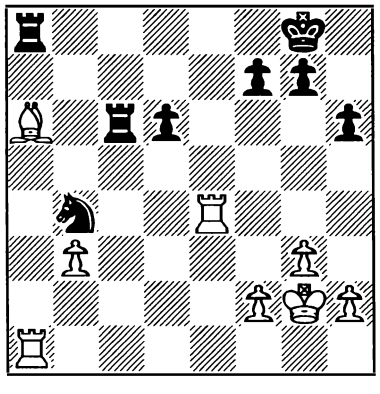


MATE

❹



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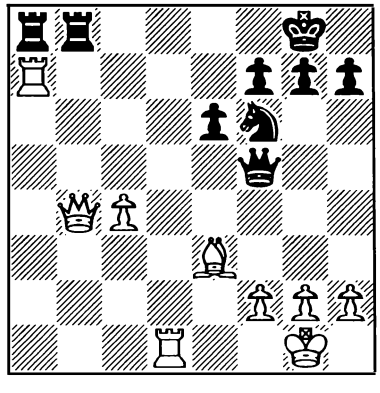

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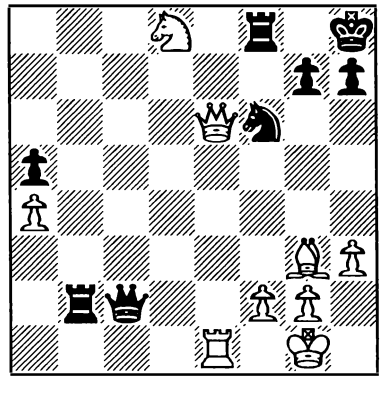
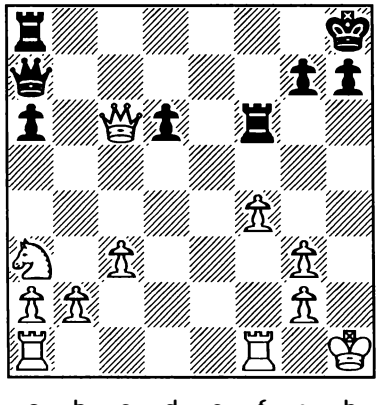


MATERIAL

❼



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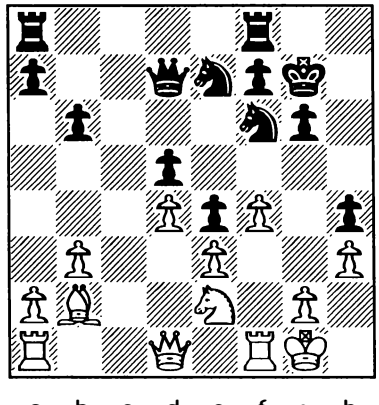

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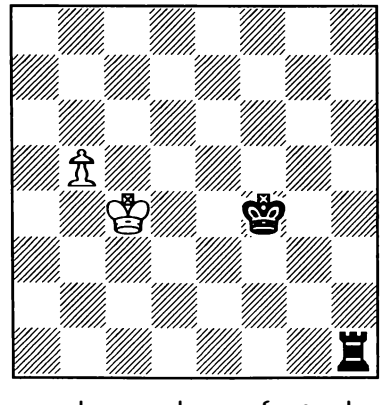


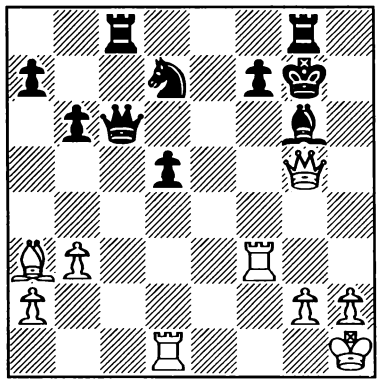
BEST MOVE

❿ On which squares does a bishop have exactly 11 moves?

BEST MOVE CONTEST 48

MATE

❶



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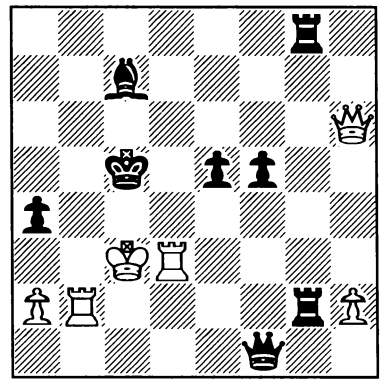

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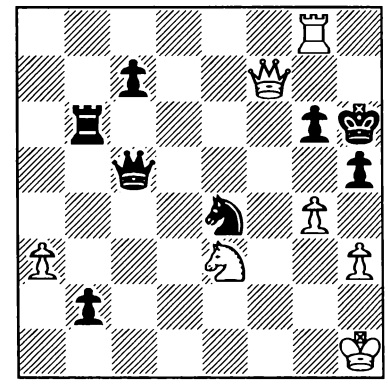
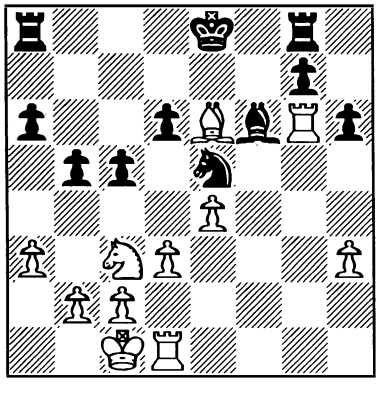


MATERIAL

❹



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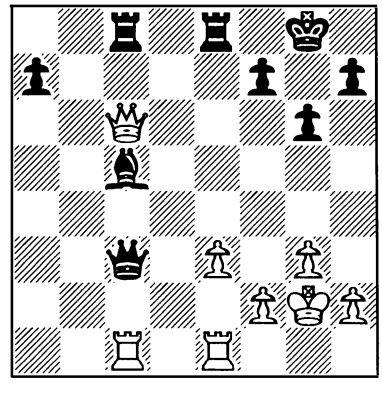

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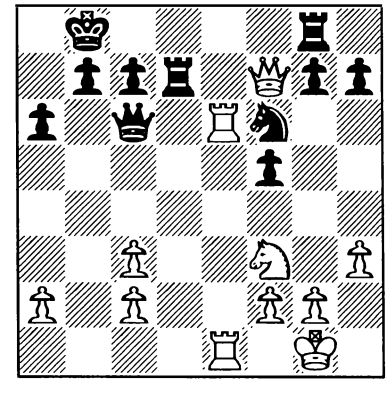
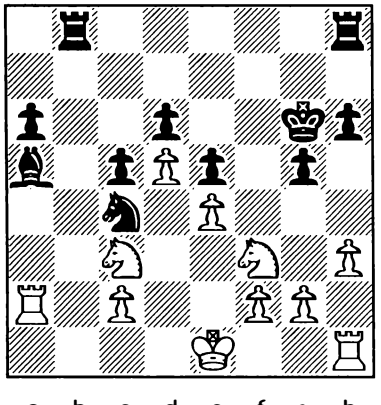


BEST MOVE

❼



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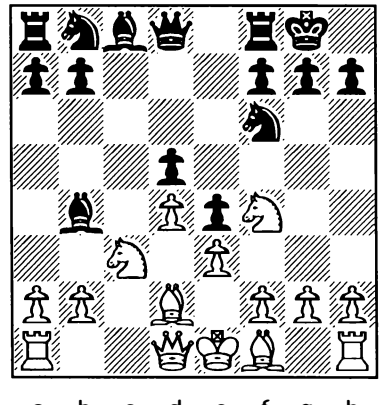

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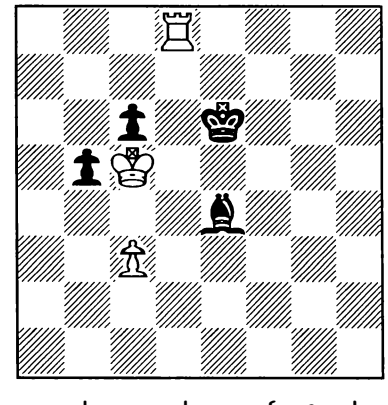
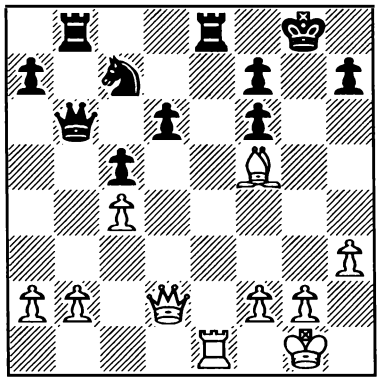


❿ How many squares can two rooks both attack at the same time?

BEST MOVE CONTEST 49

MATE

❶



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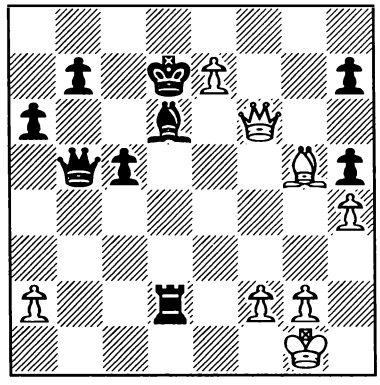

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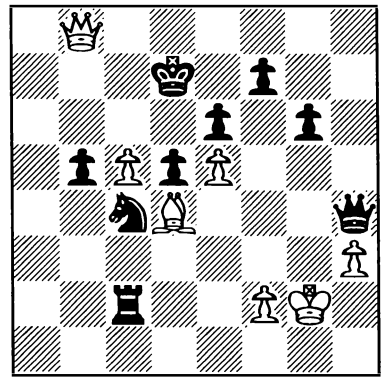
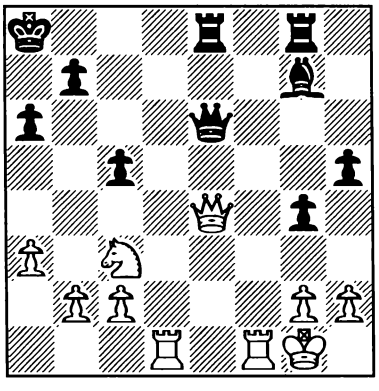


MATERIAL

❹



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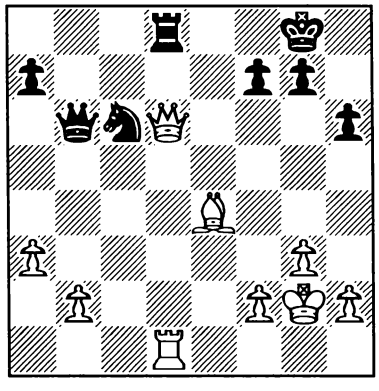

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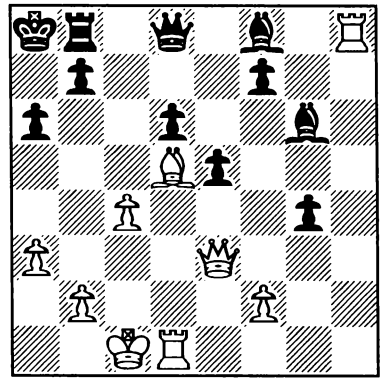
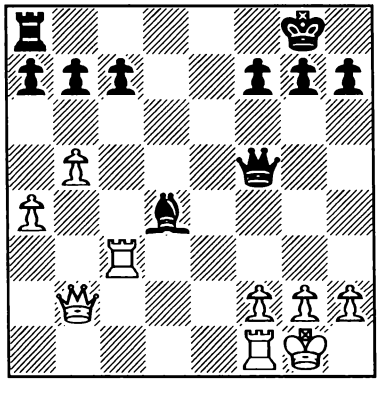


BEST MOVE

❼



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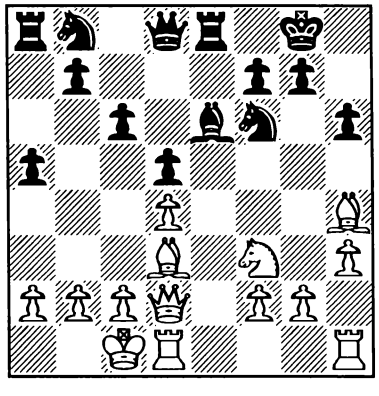

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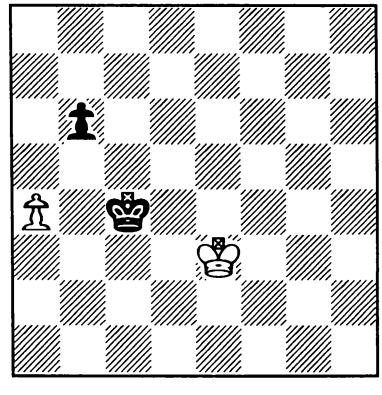
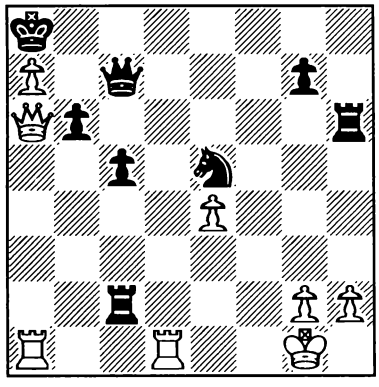


❿ How many squares can a bishop and a rook both attack at the same time?

BEST MOVE CONTEST 50

MATE

❶



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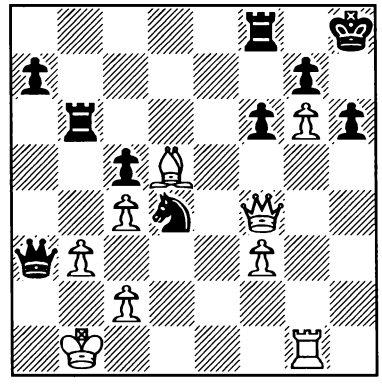
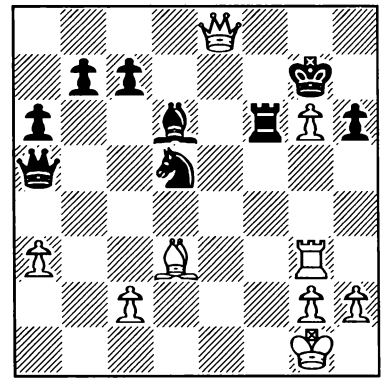
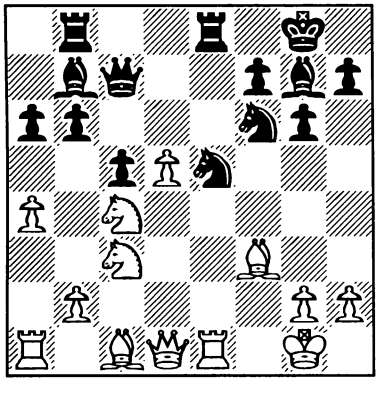


❸



MATERIAL

❹



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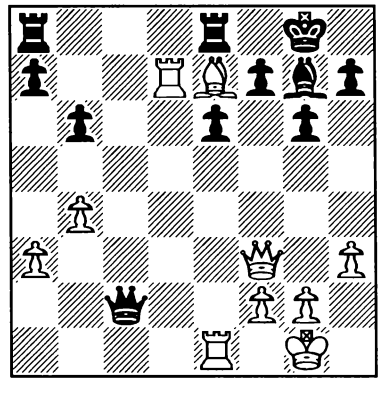

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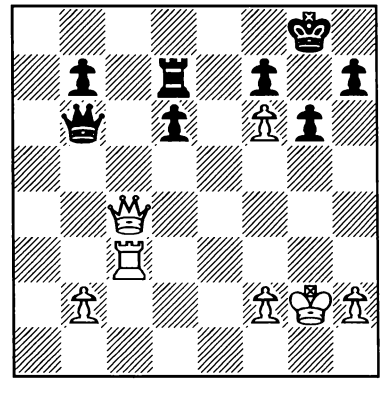
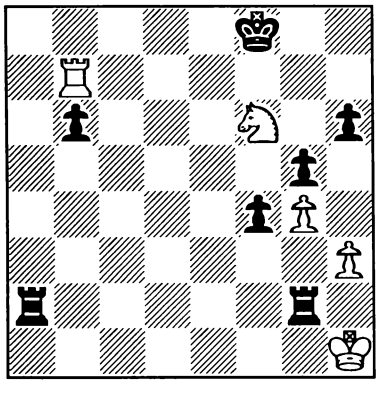


BEST MOVE

❼



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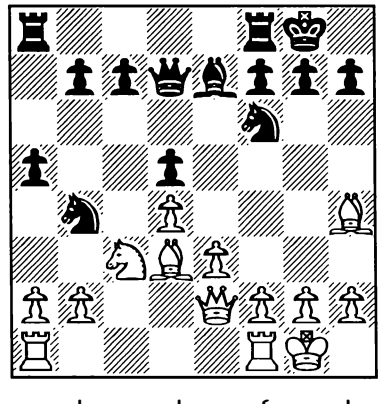

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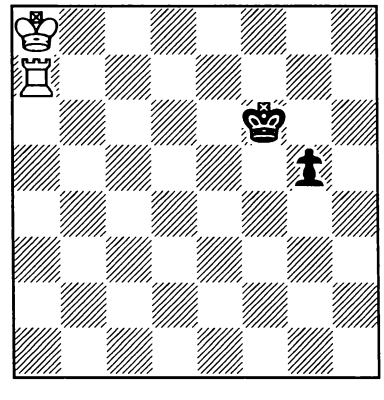
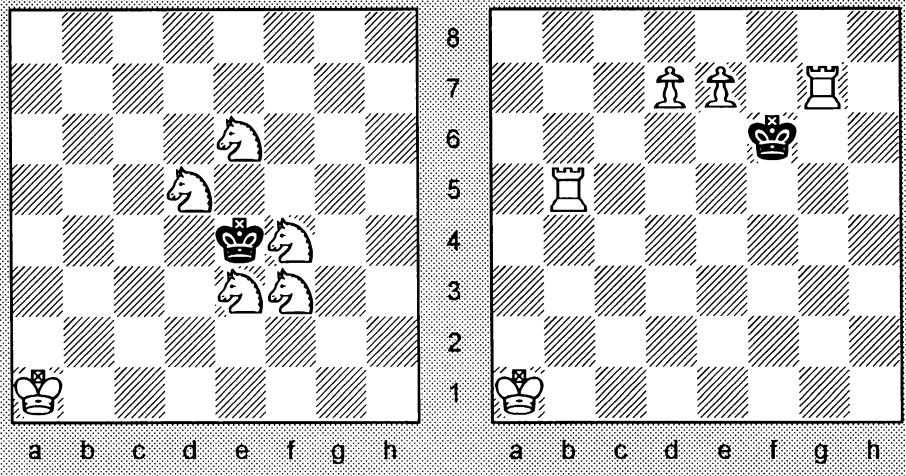


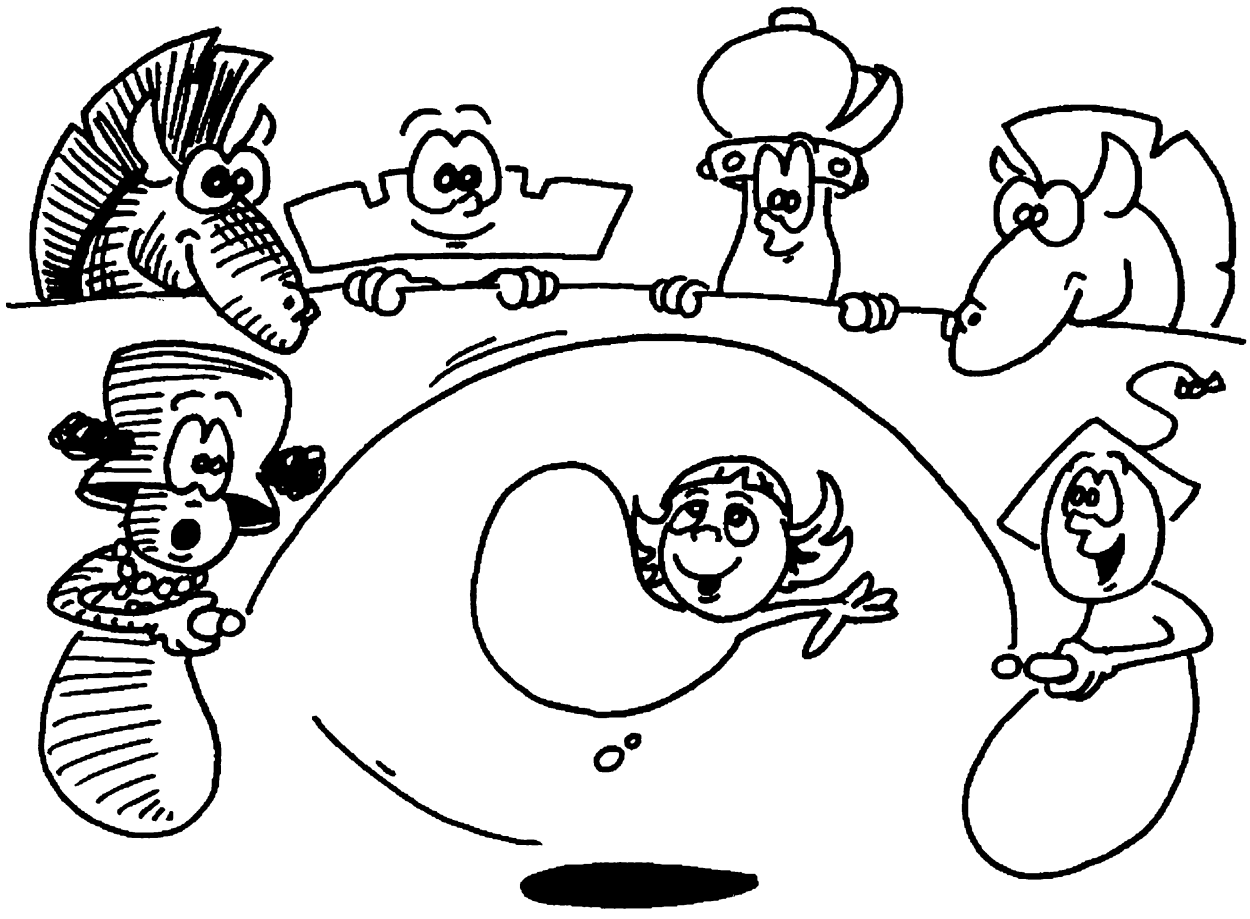
❿ Name five ways to draw.

LILY'S PUZZLERS



MATE IN 1 **MATE IN 2**

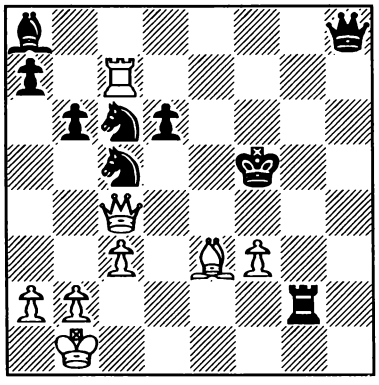
❻ **WHITE TO MOVE**
SOLUTIONS PAGE 238



BEST MOVE CONTEST 51

MATE

❶



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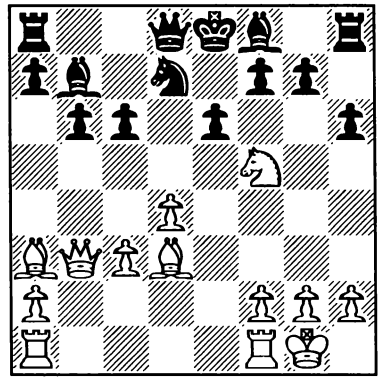
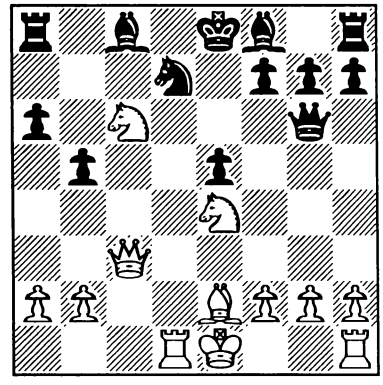
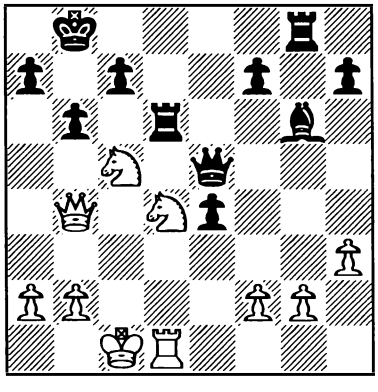


❸

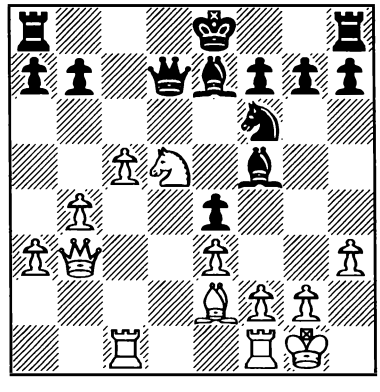


MATERIAL

❹



❺



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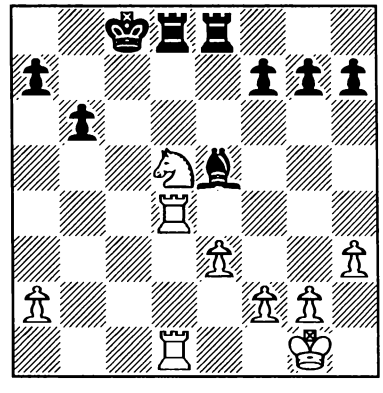
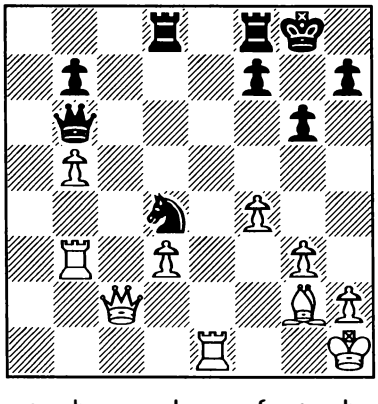
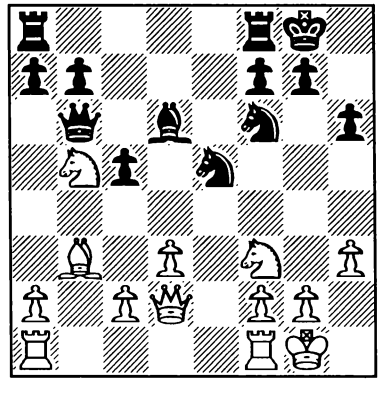


BEST MOVE

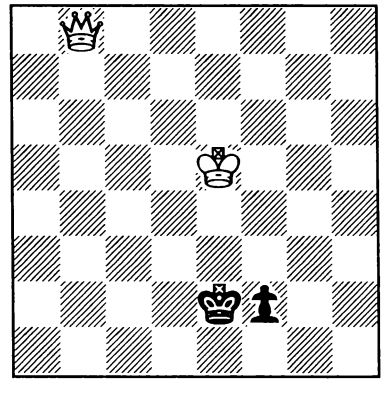
❼



❽



❾

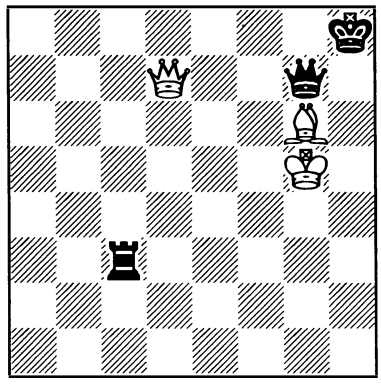


❿ How many squares can a bishop and a knight both attack at the same time?

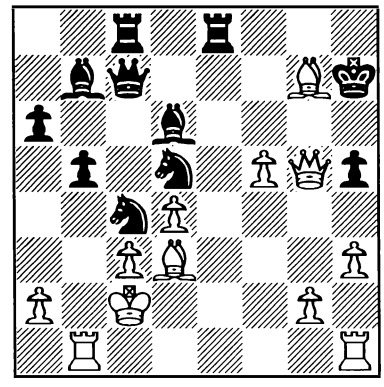
BEST MOVE CONTEST 52

MATE

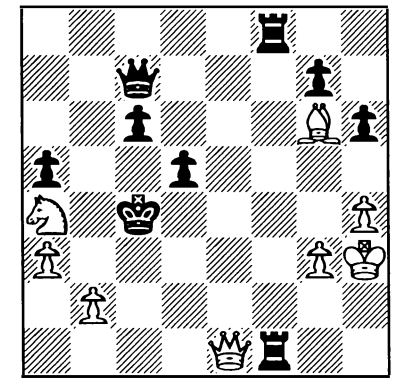
❶



❷

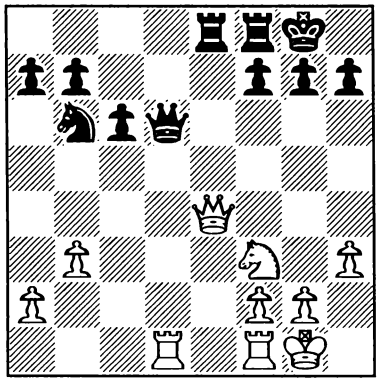


❸

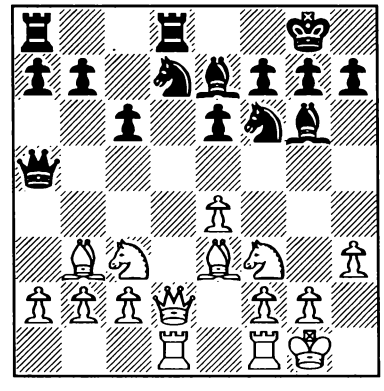


MATERIAL

❹



❺



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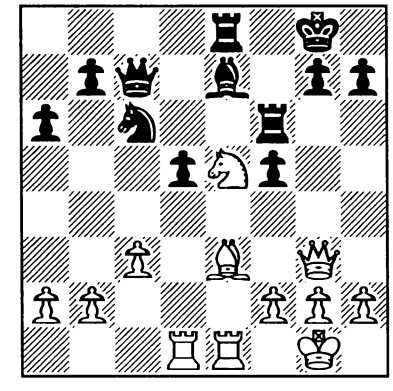
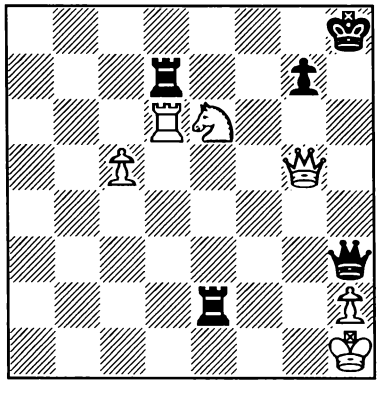


BEST MOVE

❼



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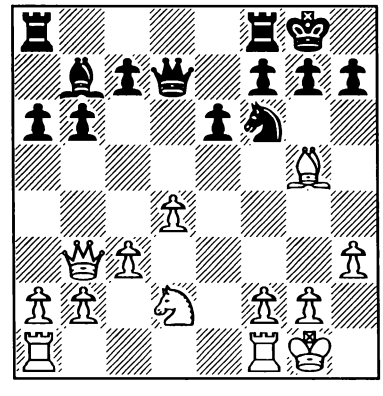

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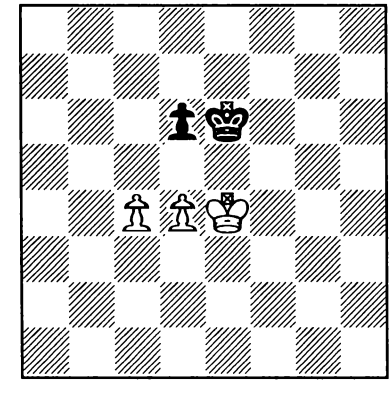
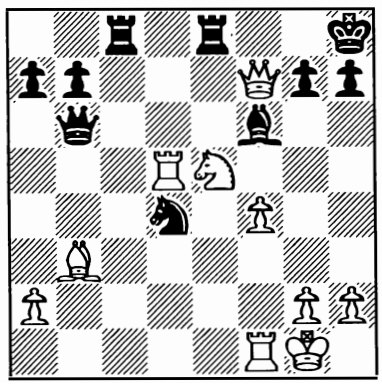


❿ How many minor pieces are needed to attack every square on a file?

WHITE TO MOVE ☞ *177*

BEST MOVE CONTEST 53

❶



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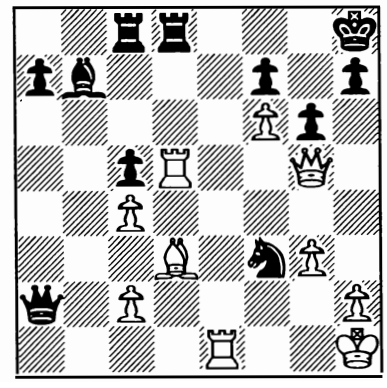
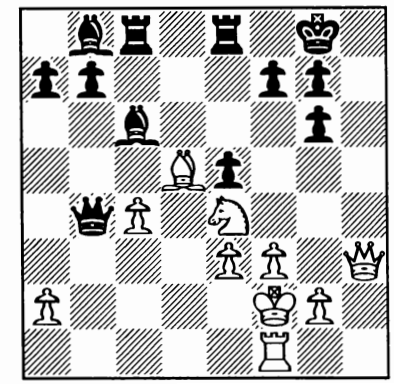
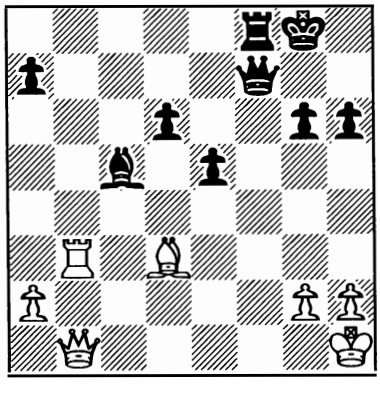


❸

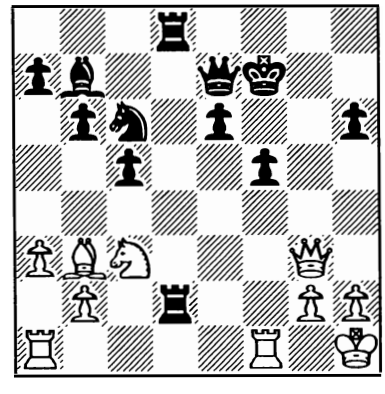


MATE

❹



❺



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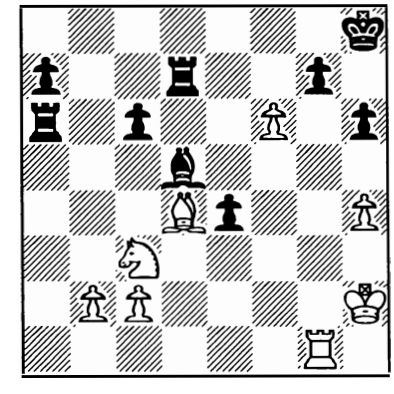
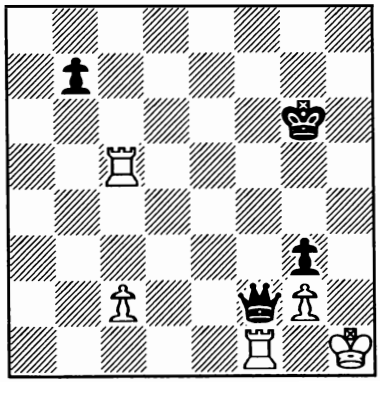


MATERIAL

❼



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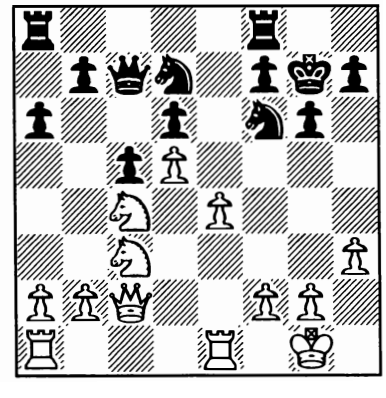
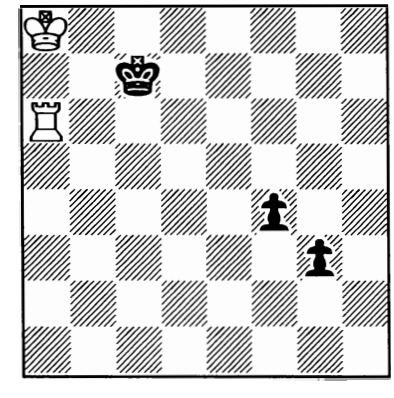


❾



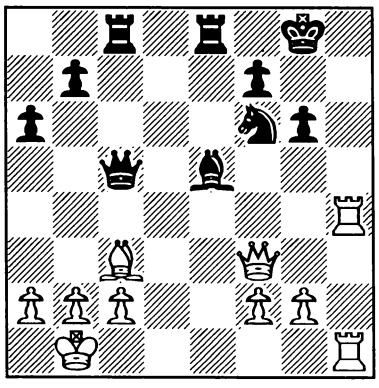
BEST MOVE

❿ How many knights are needed to attack every square on a long diagonal?

BEST MOVE CONTEST 54

MATE

❶



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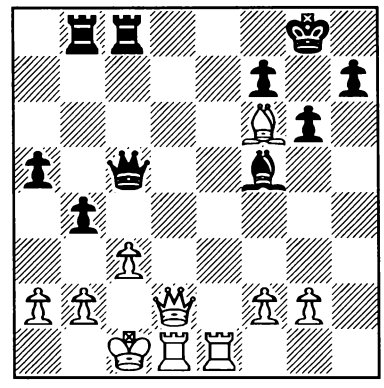
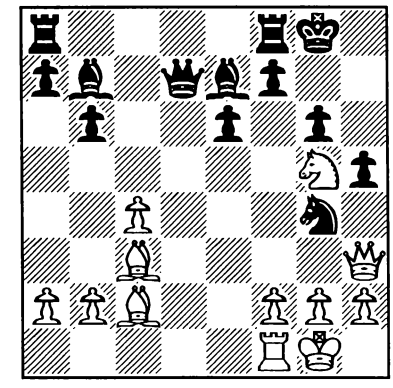
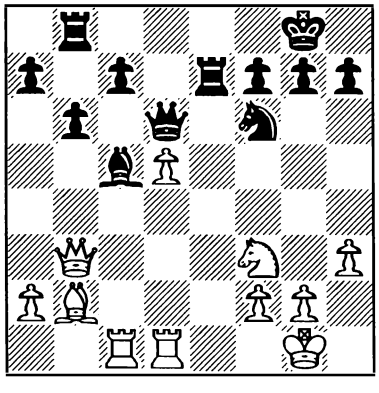


❸

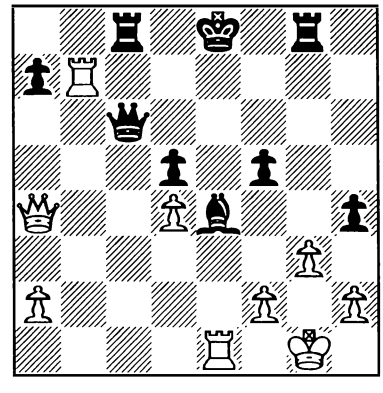


MATERIAL

❹



❺



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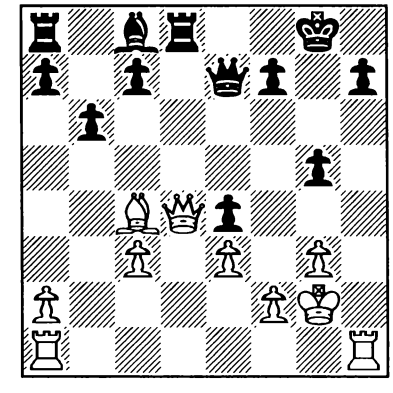
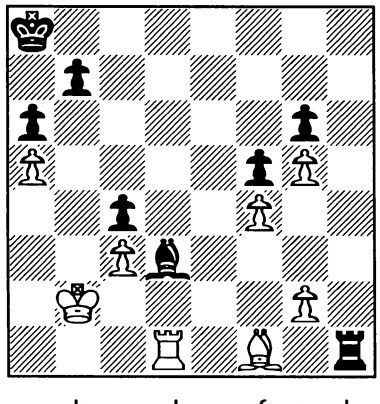
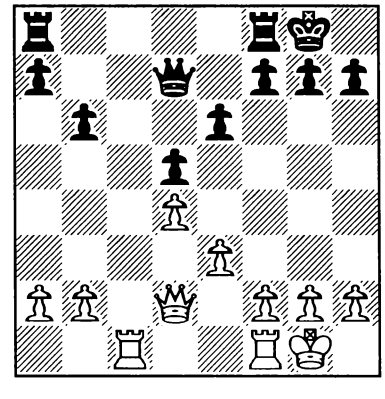


BEST MOVE

❼



❽



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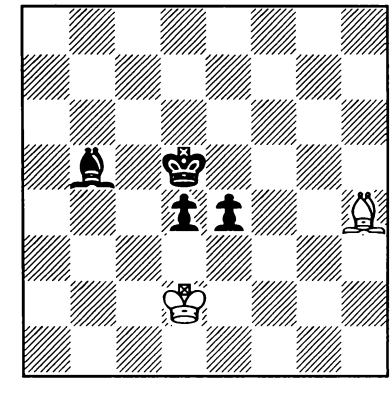


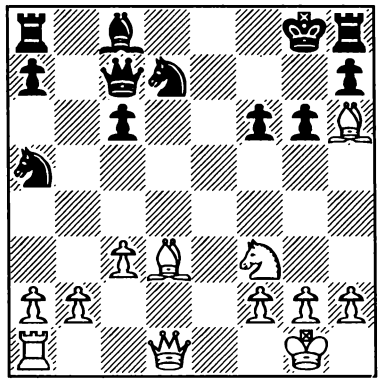
❿ What is the most dark-squared bishops that can be on the board at the same time?

WHITE TO MOVE ☞ *180*

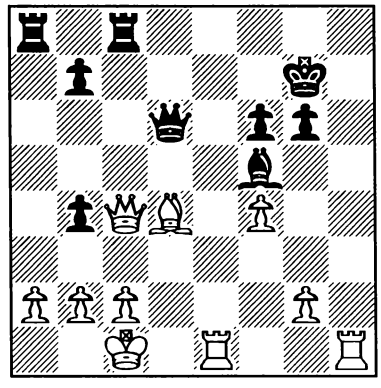
BEST MOVE CONTEST 55

MATE

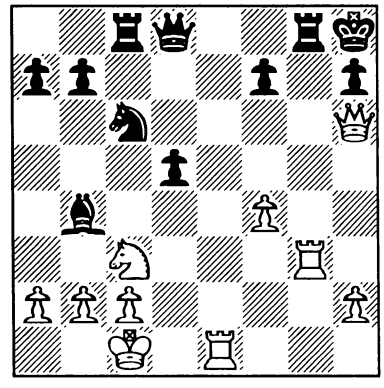
❶



❷

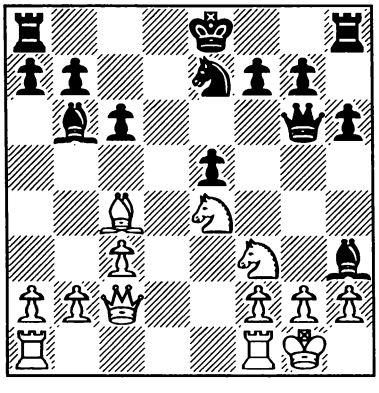


❸



MATERIAL

❹



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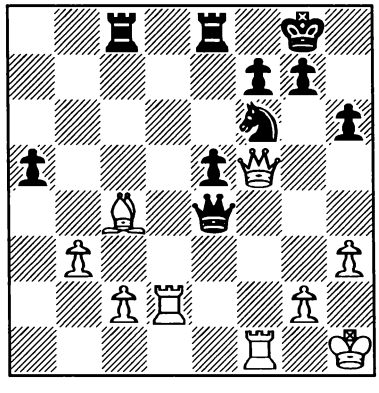

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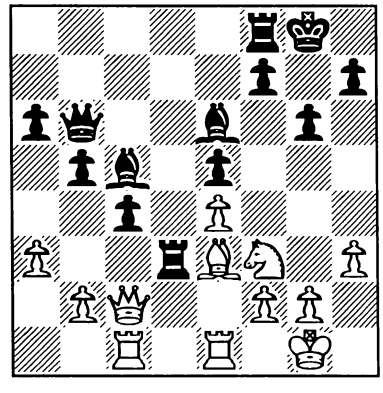
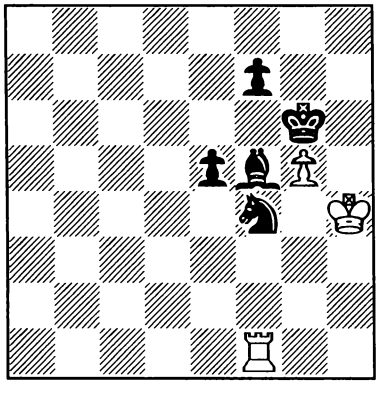


BEST MOVE

❼



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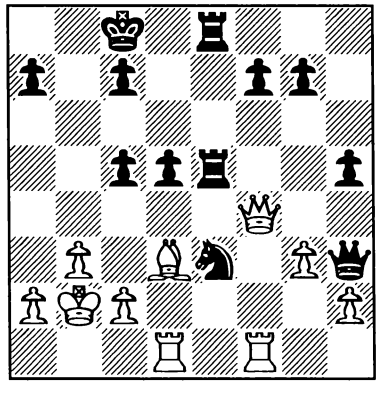

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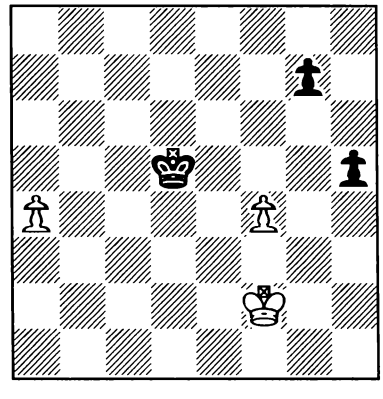
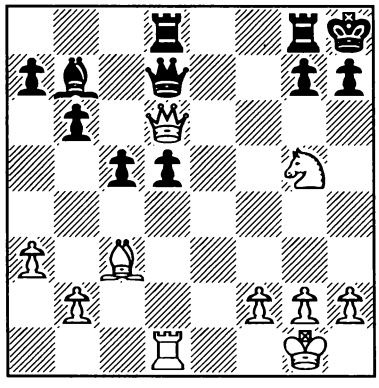


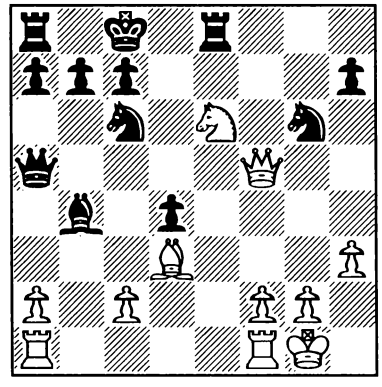
❿ How many squares can a rook and a knight both attack at the same time?

BEST MOVE CONTEST 56

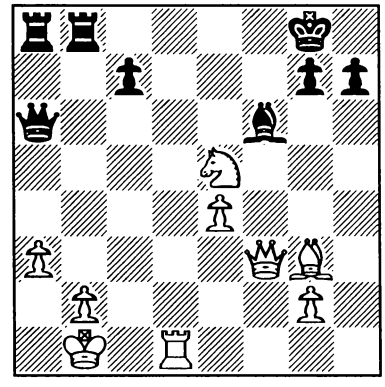
❶



❷

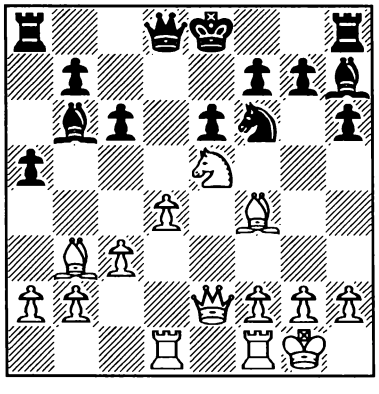


❸



MATE

❹



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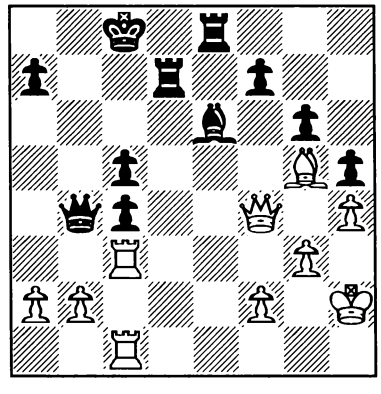

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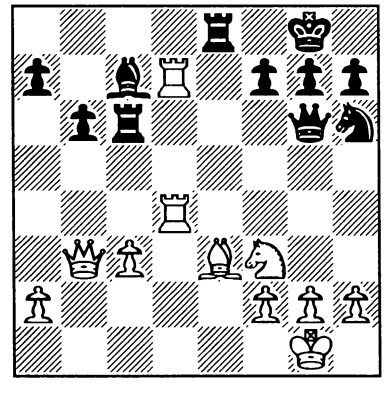
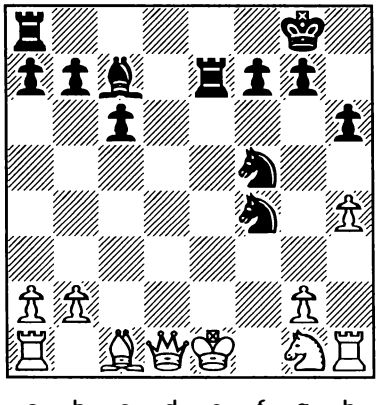


MATERIAL

❼



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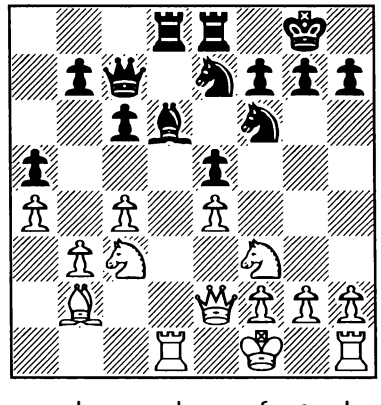

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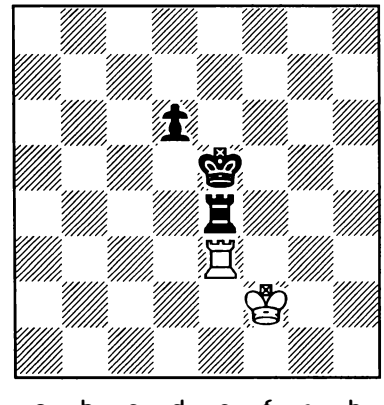


BEST MOVE

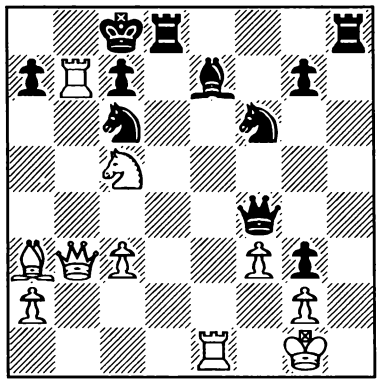
❿ What is the most squares that can be attacked by four bishops?

WHITE TO MOVE ☞ *182*

BEST MOVE CONTEST 57

MATE

❶



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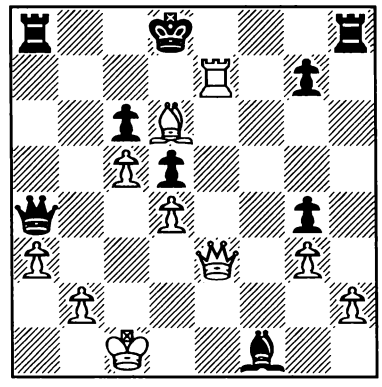

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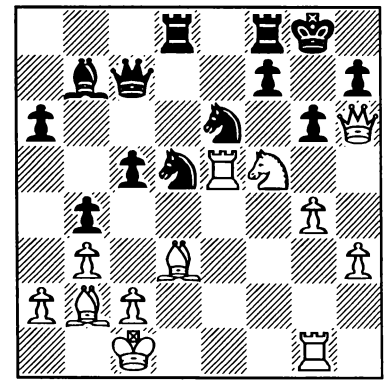
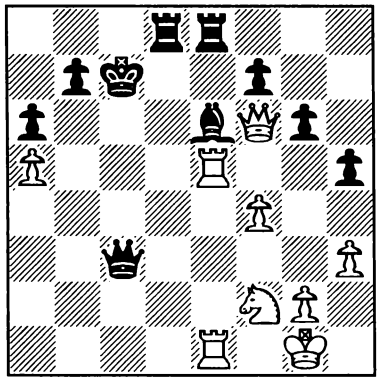


MATERIAL

❹



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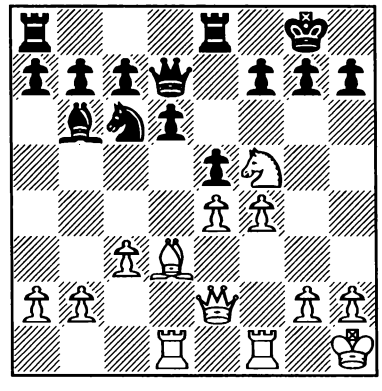

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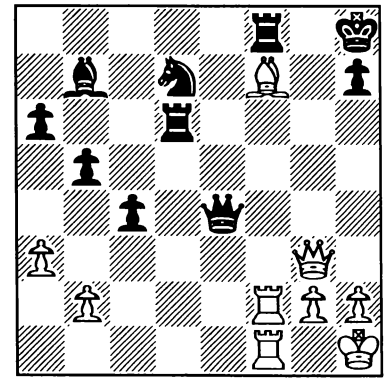
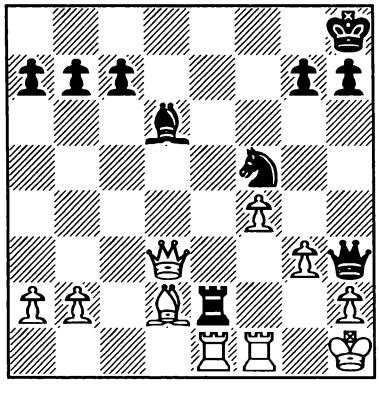


BEST MOVE

❼



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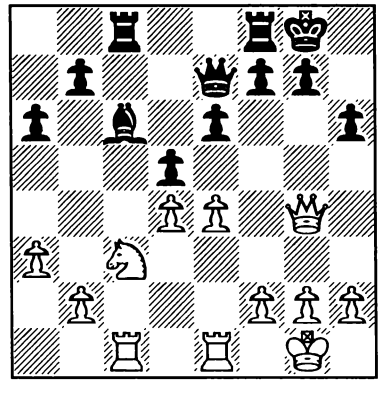

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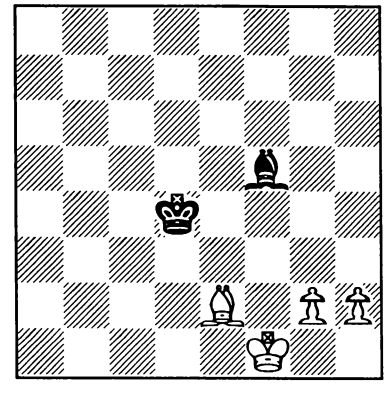
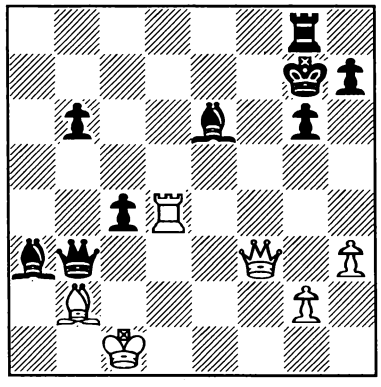


❿ Place seven knights on the board so that all 32 black squares are attacked.

BEST MOVE CONTEST 58

MATE

❶



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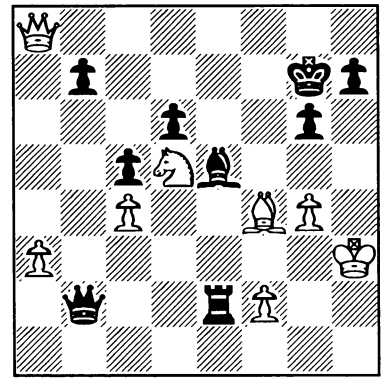

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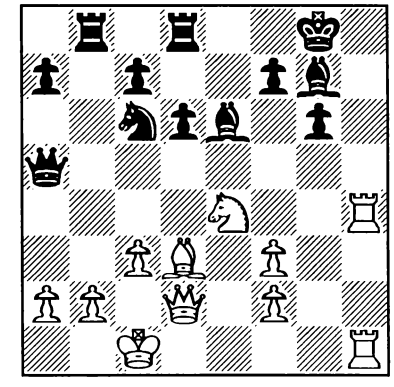
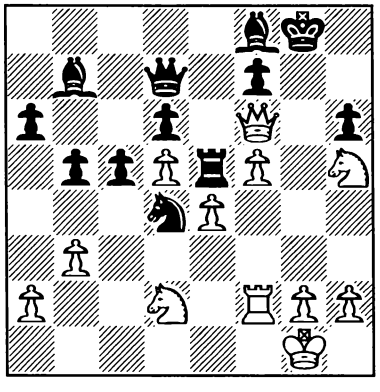


MATERIAL

❹



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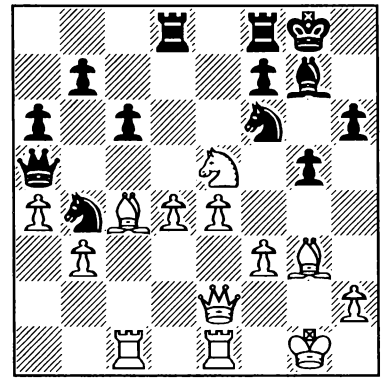

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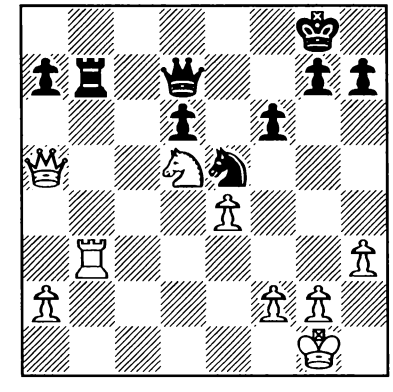
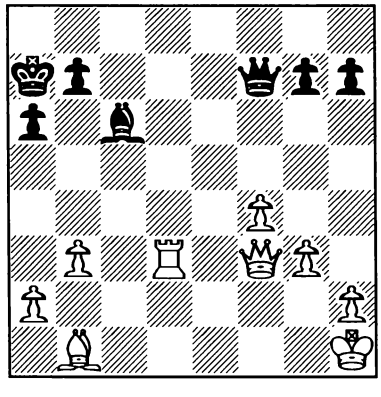


BEST MOVE

❼



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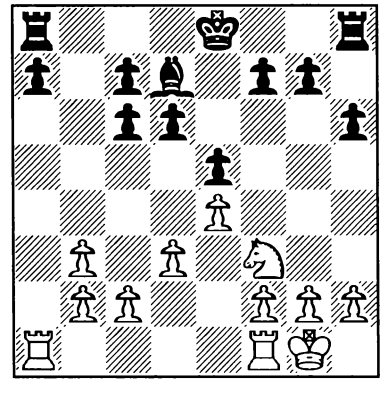

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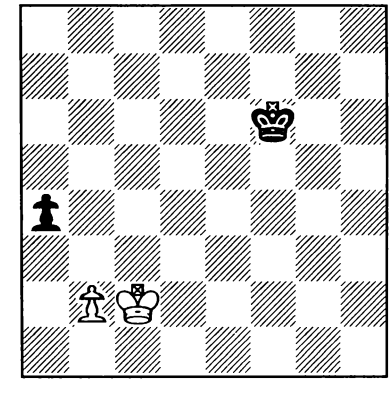
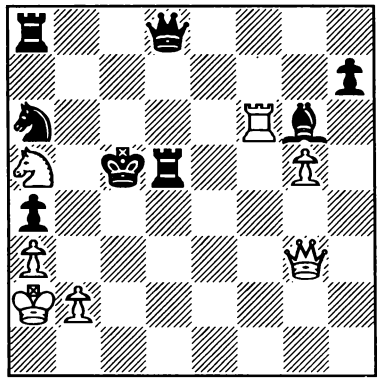


❿ From the starting position, how many moves are needed for the white knights to switch places?

BEST MOVE CONTEST 59

MATE

❶



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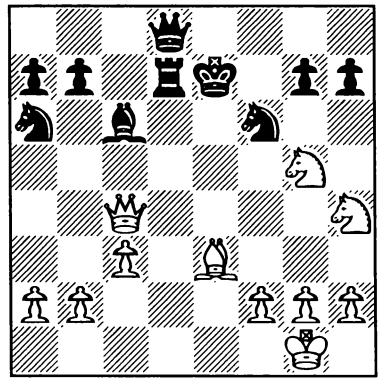

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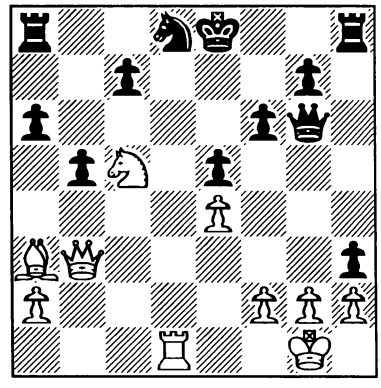
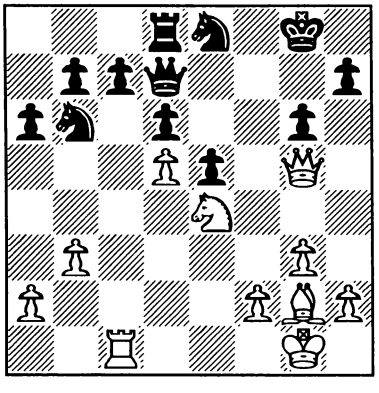


MATERIAL

❹



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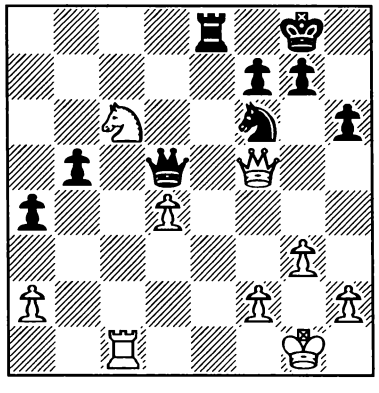

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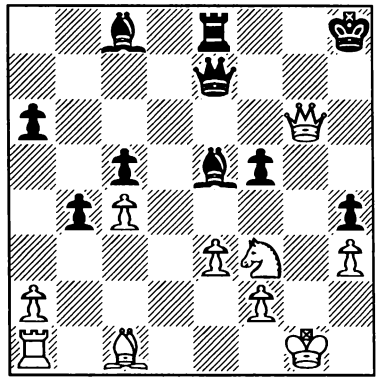
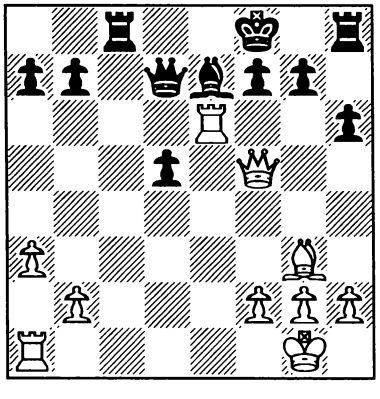


BEST MOVE

❼



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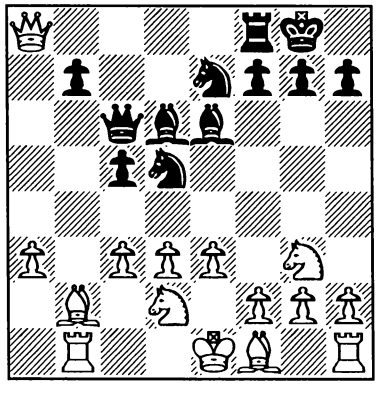

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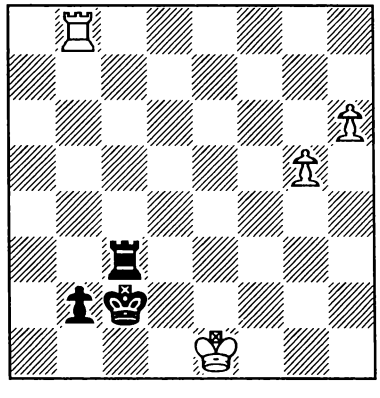
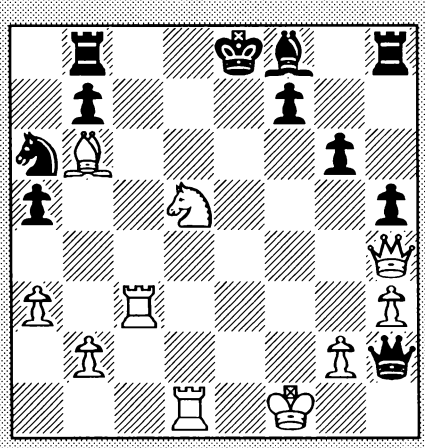


❿ How many squares can a queen and a knight both attack at the same time?

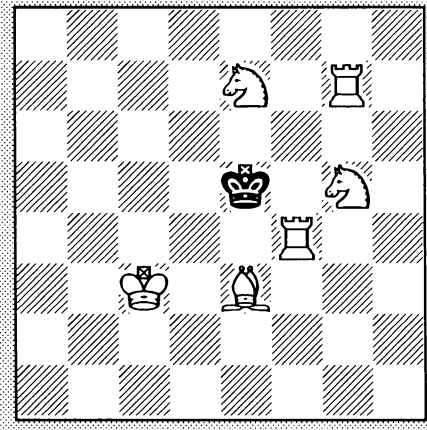
185 ☜ WHITE TO MOVE

LILY'S PUZZLERS



a b c d e f g h

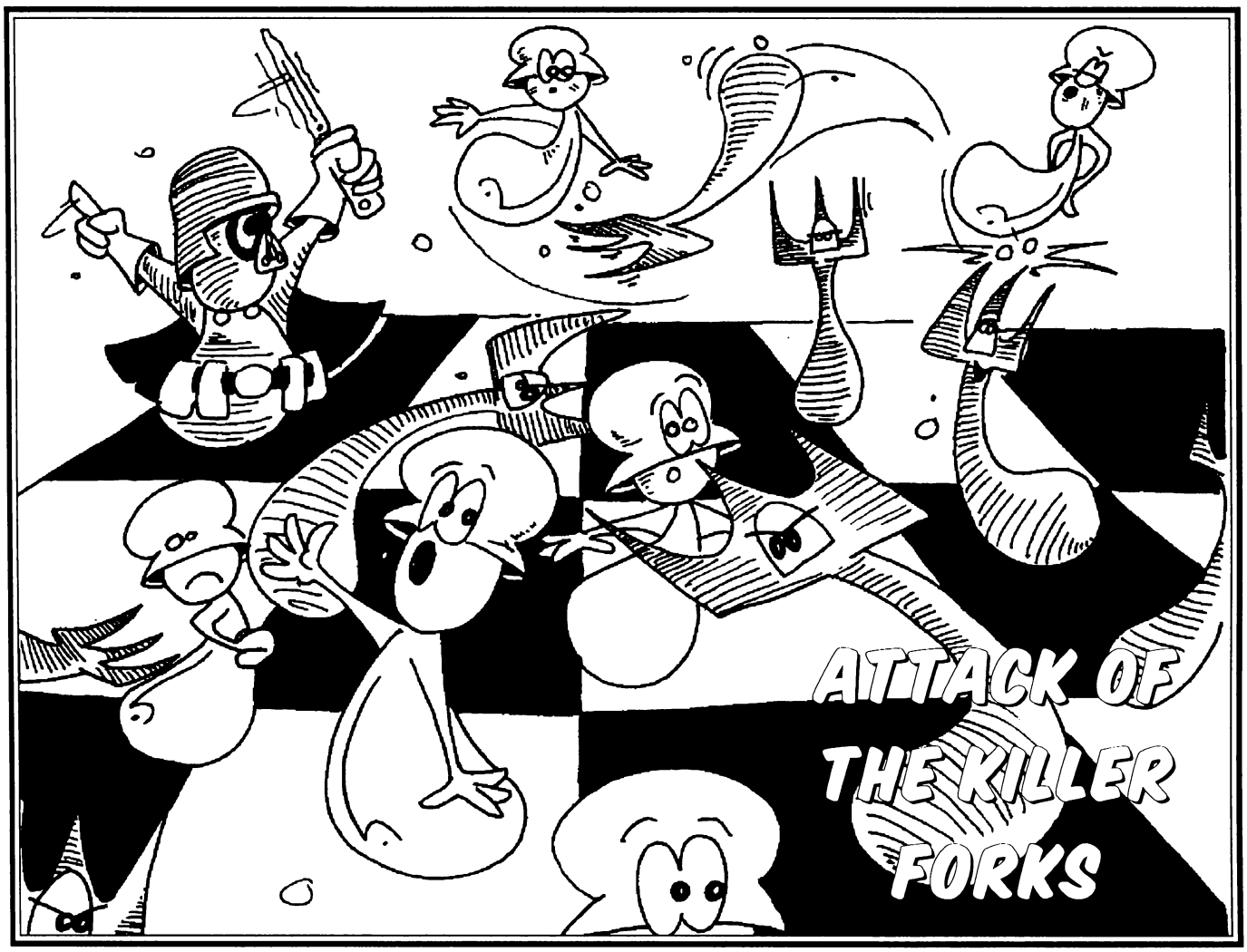
MATE IN 1



a b c d e f g h

MATE IN 2

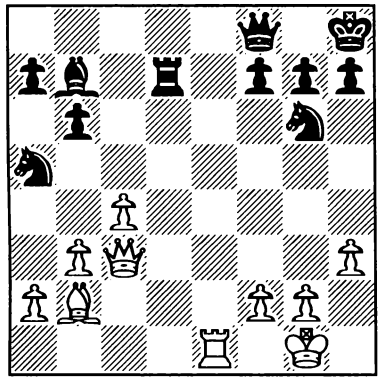
❼ *WHITE TO MOVE*
SOLUTIONS PAGE 238



BEST MOVE CONTEST 60

MATE

❶



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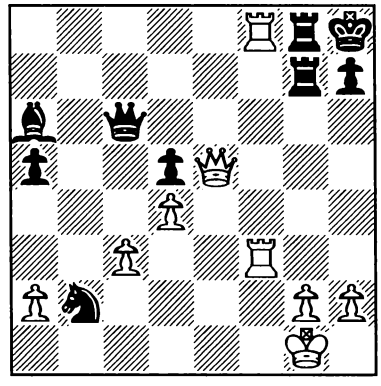

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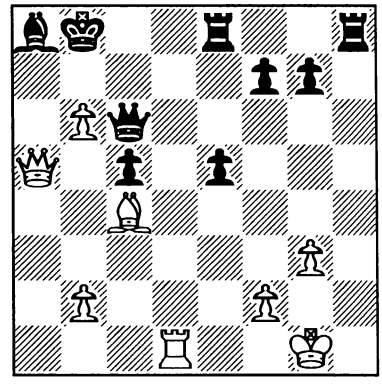
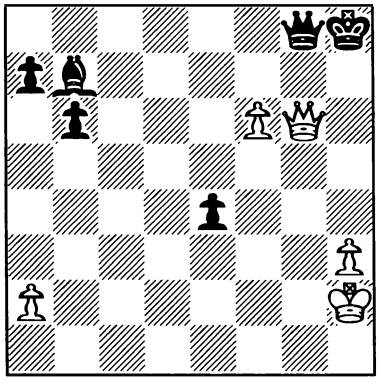


MATERIAL

❹



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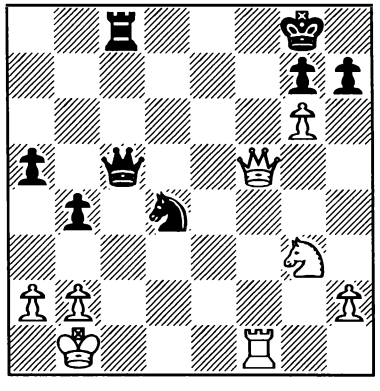

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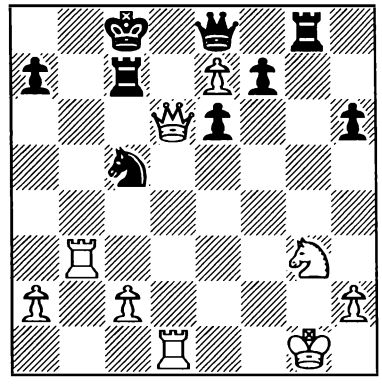
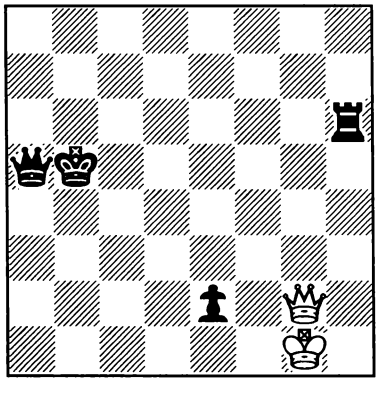


BEST MOVE

❼



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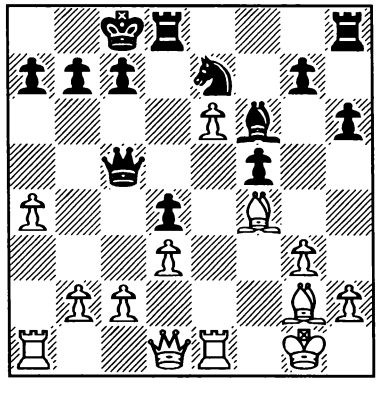

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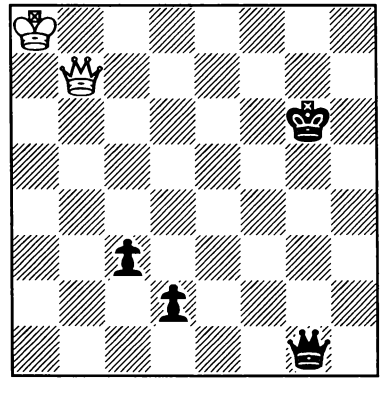
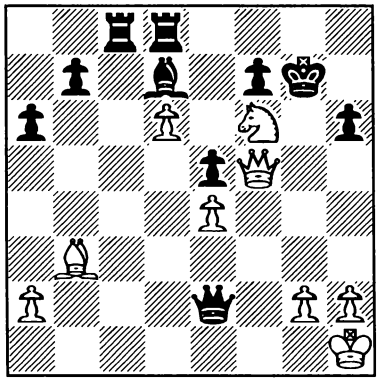


❿ How many bishops are needed to attack every square on the board?

BEST MOVE CONTEST 61

MATE

❶



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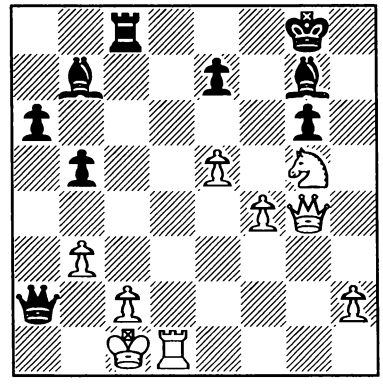

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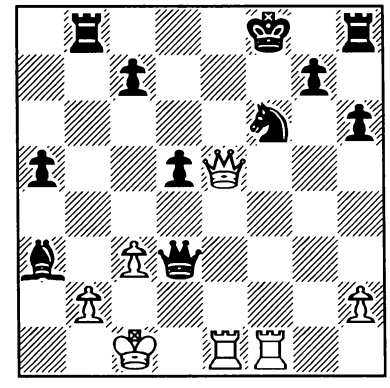
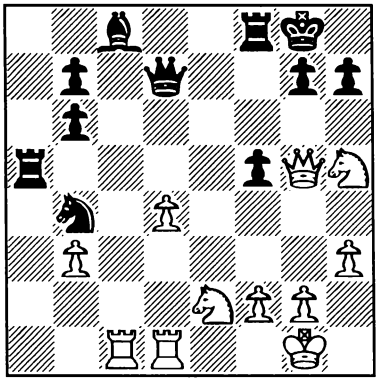


MATERIAL

❹



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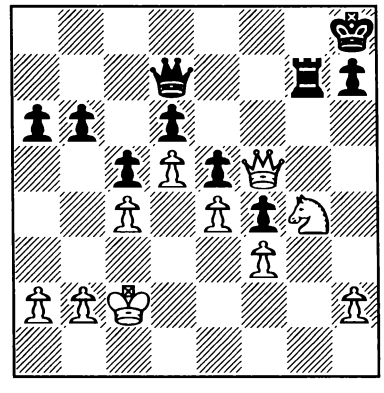

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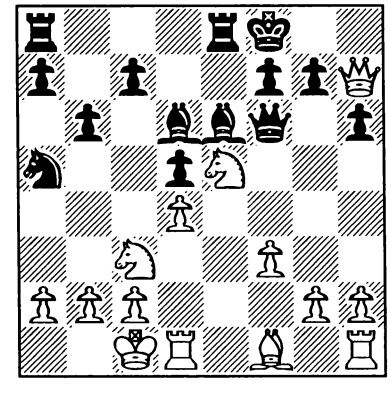
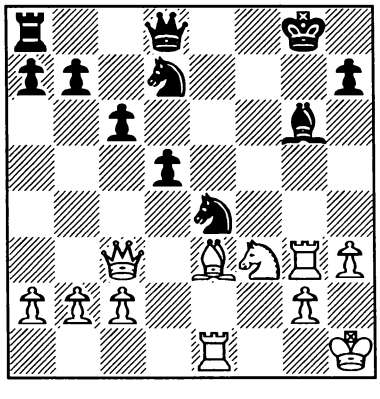


BEST MOVE

❼



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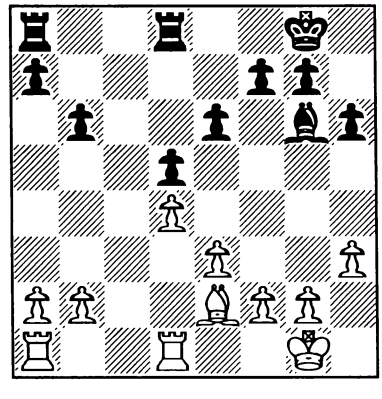

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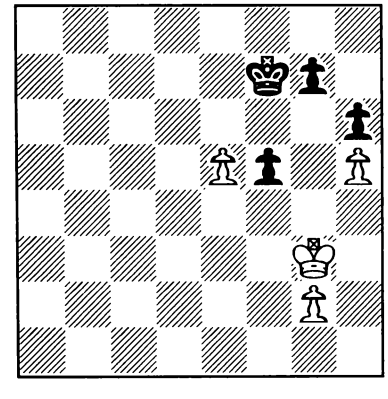


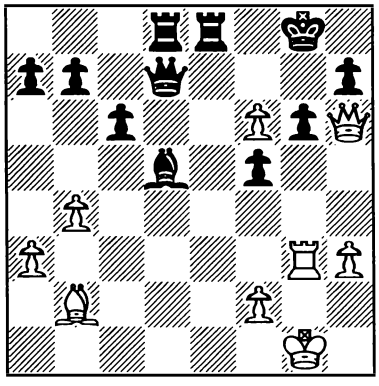
❿ How many bishops can be placed on a board so that none attack each other?

WHITE TO MOVE ☞ *187*

BEST MOVE CONTEST 62

MATE

❶



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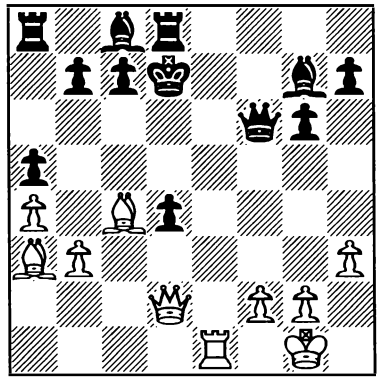

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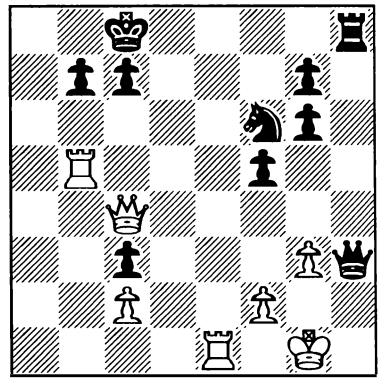
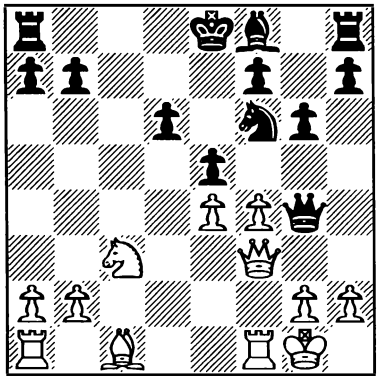
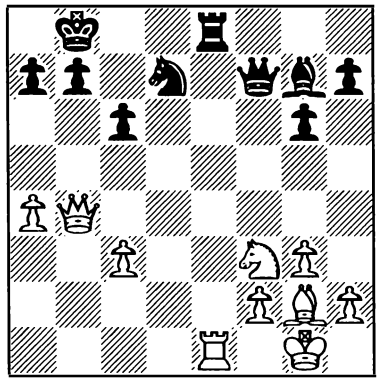


MATERIAL

❹



❺



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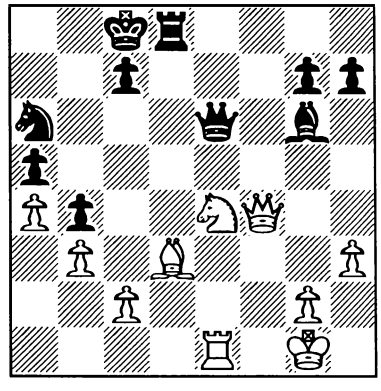
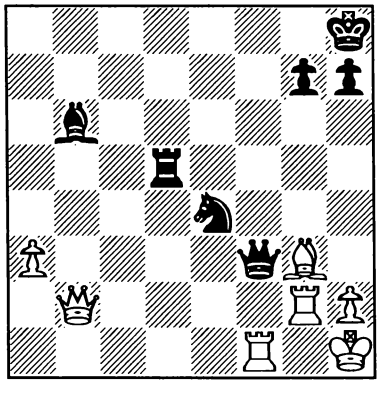


BEST MOVE

❼



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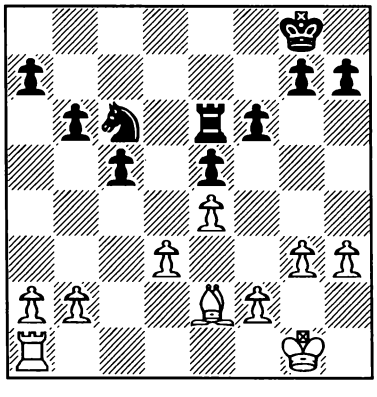

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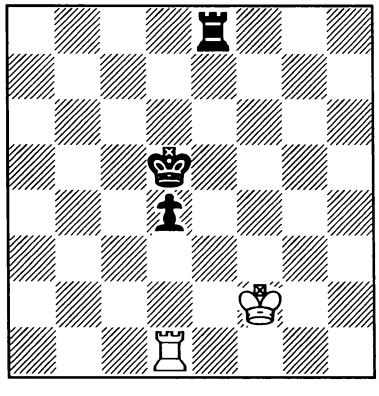
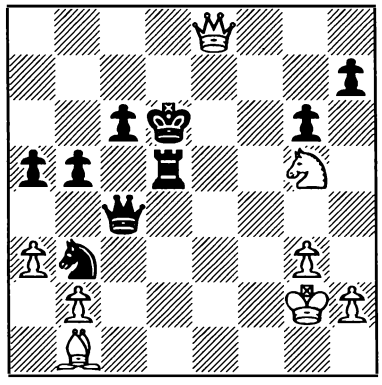


❿ Which squares can a knight on e4 not reach in three moves or less?

BEST MOVE CONTEST 63

MATE

❶



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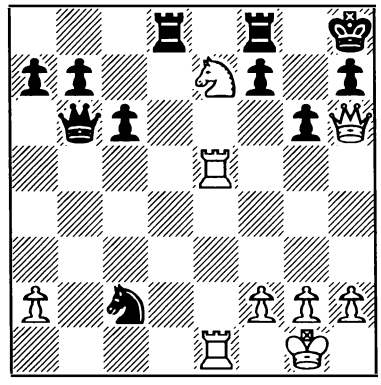

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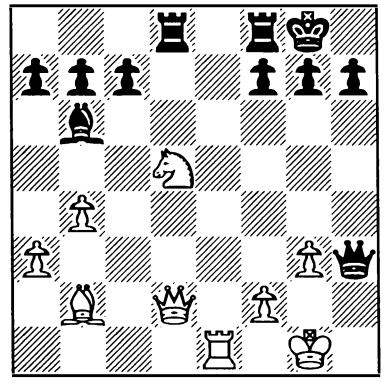
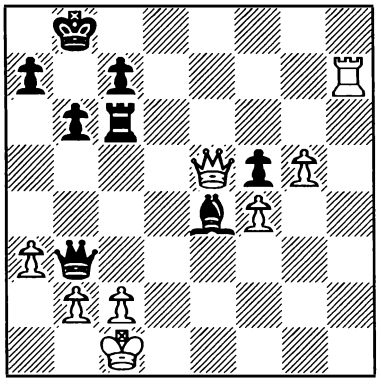


MATERIAL

❹



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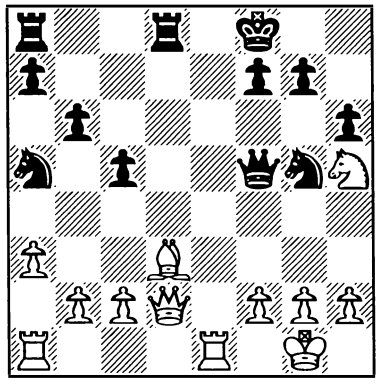

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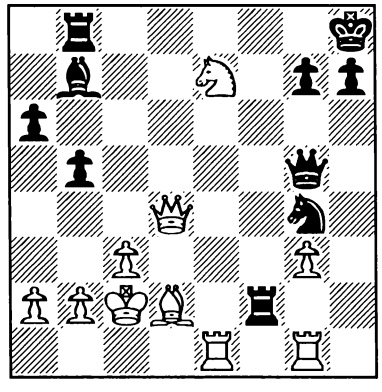
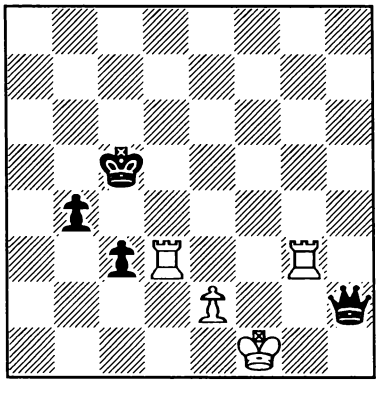


BEST MOVE

❼



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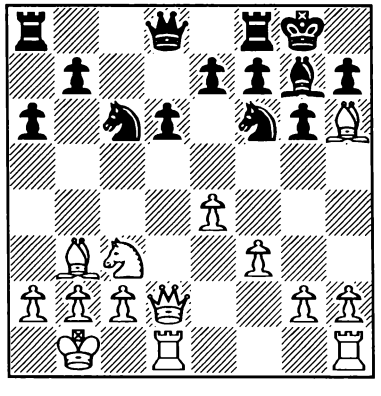

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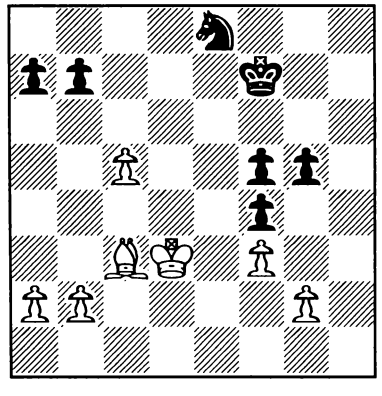
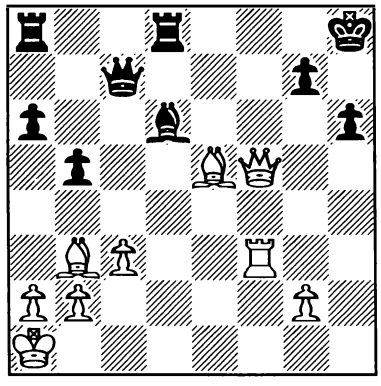


❿ What is the most pieces that can attack the square d4 at the same time?

BEST MOVE CONTEST 64

MATE

❶



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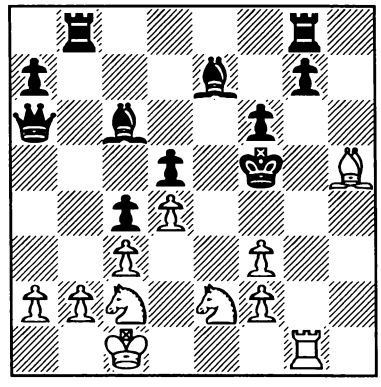

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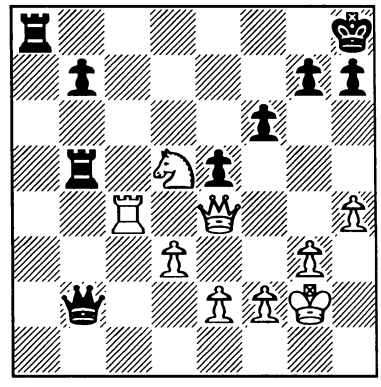
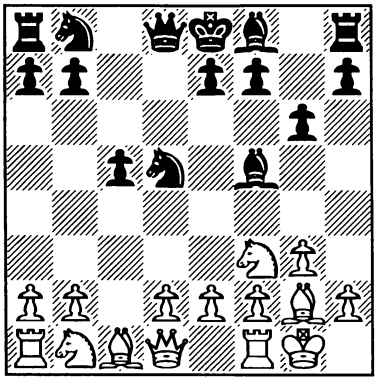


MATERIAL

❹



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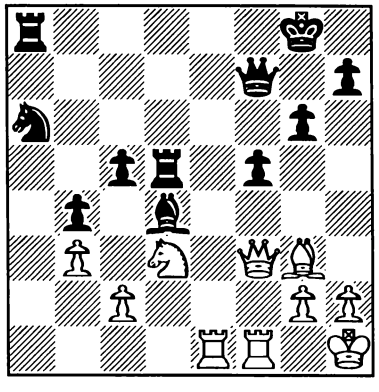

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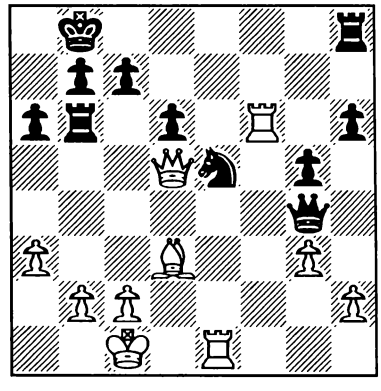
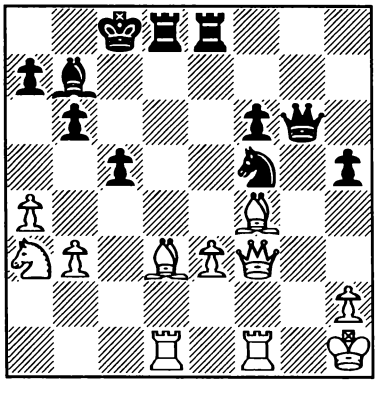


BEST MOVE

❼



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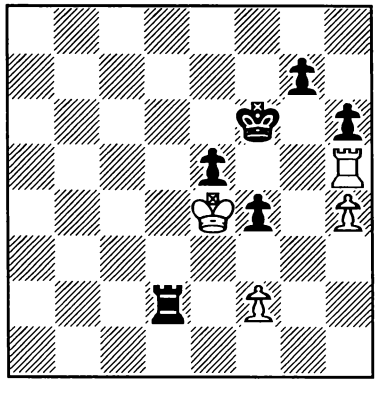

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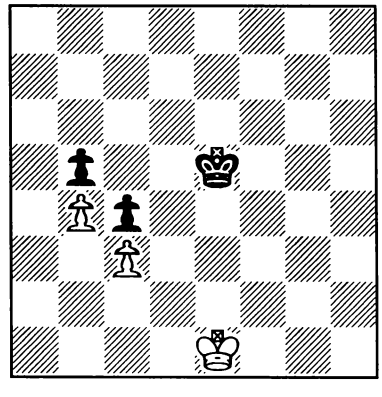
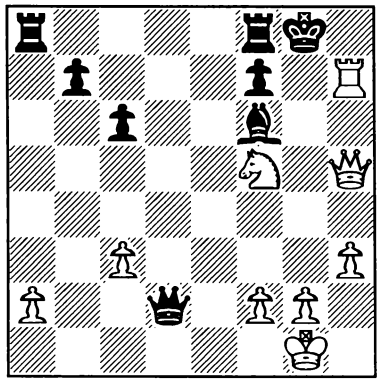


❿ What is the most pieces that can attack the square h1 at the same time?

BEST MOVE CONTEST 65

MATE

❶



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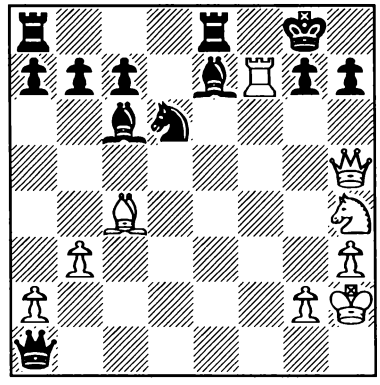

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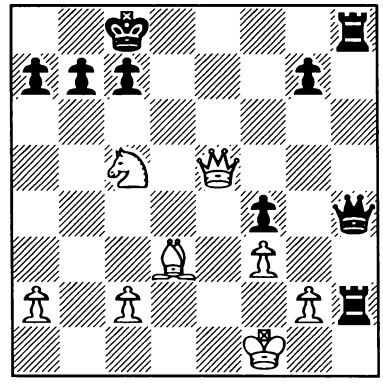
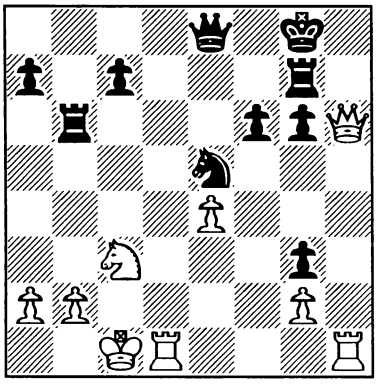


MATERIAL

❹



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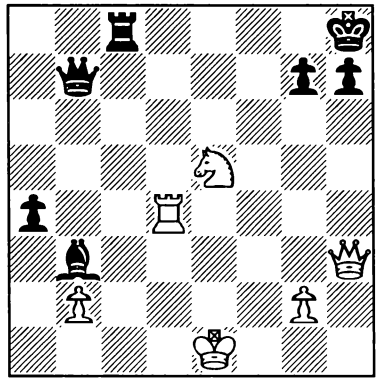

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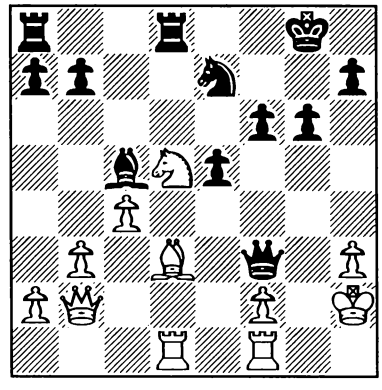
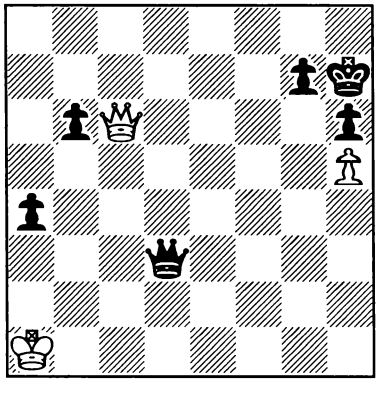


BEST MOVE

❼



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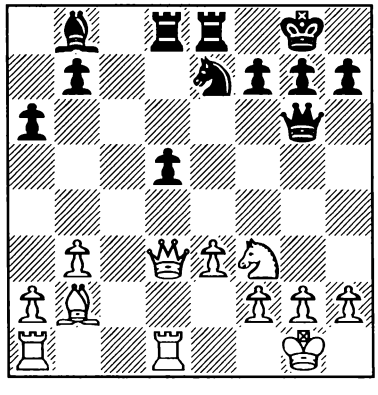

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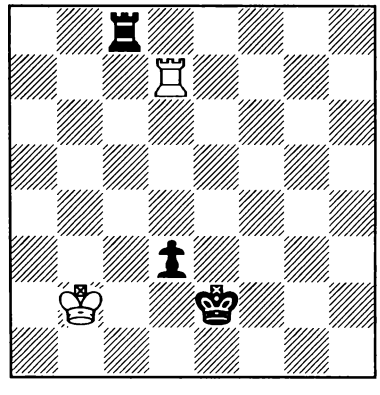


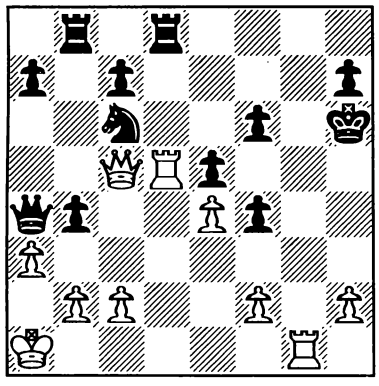
❿ What is a good reason for promoting a pawn to a rook instead of a queen?

WHITE TO MOVE ☞ *193*

BEST MOVE CONTEST 66

MATE

❶



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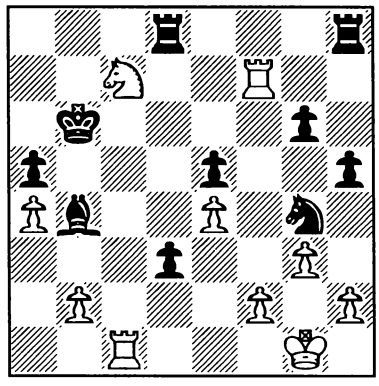
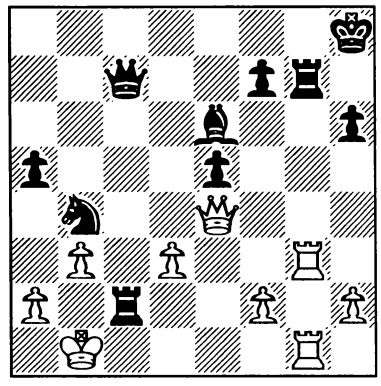
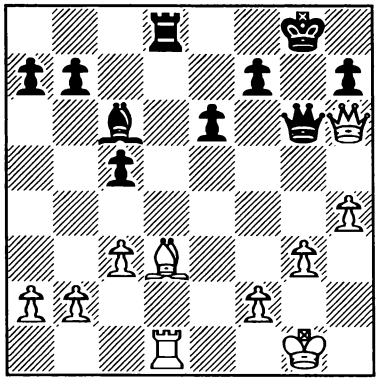


❸



MATERIAL

❹



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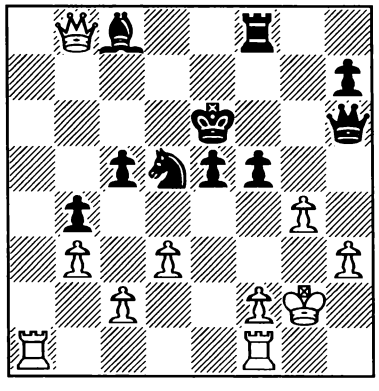

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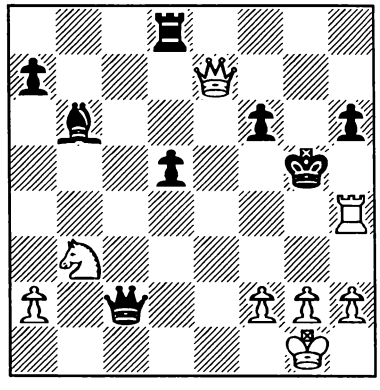
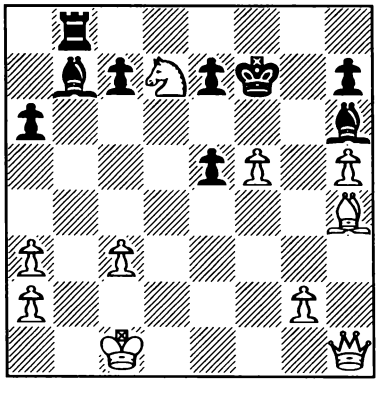
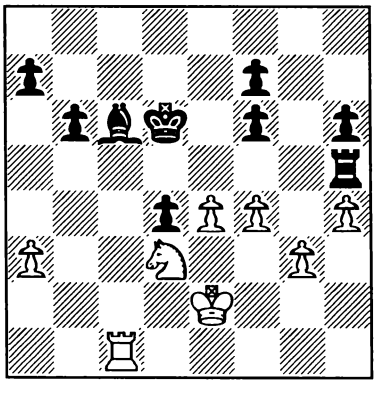


BEST MOVE

❼



❽



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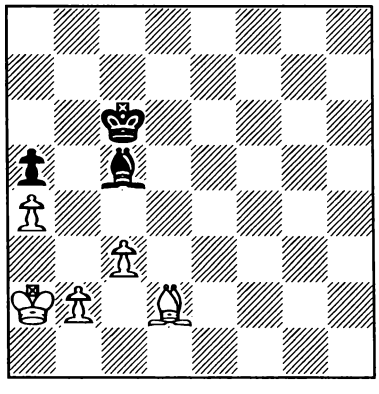
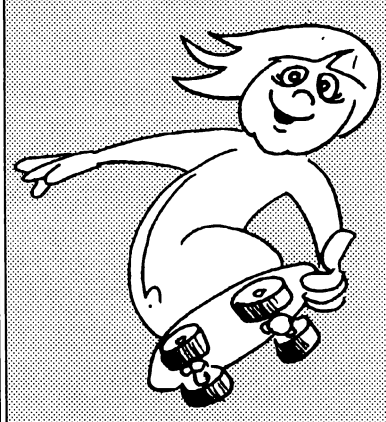
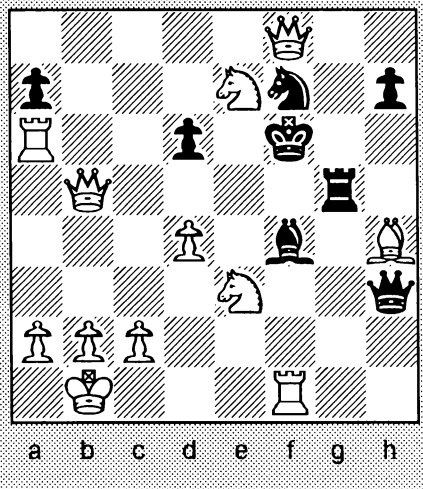


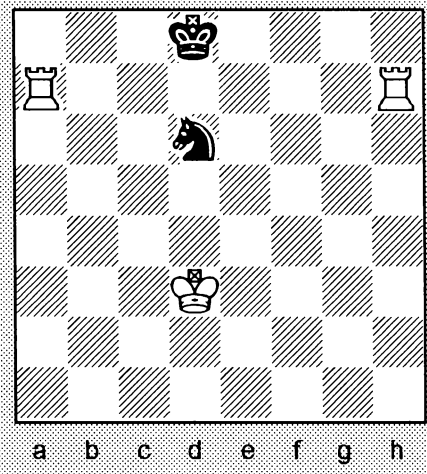
❿ How many white kings are needed to stalemate a lone black king in the centre of the board?

LILY'S PUZZLERS





MATE IN 1



MATE IN 2

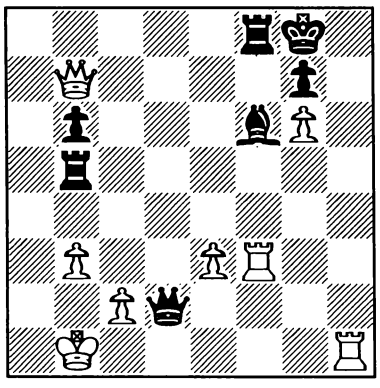
❽ WHITE TO MOVE
SOLUTIONS PAGE 239

CHESSTOWN CHAMPIONSHIP

BEST MOVE CONTEST 67

MATE

❶



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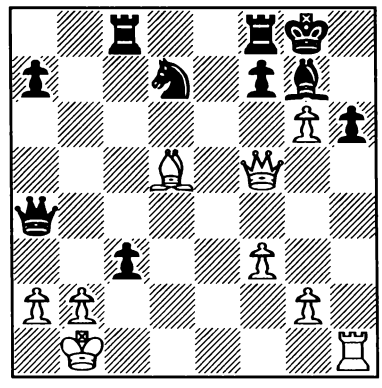

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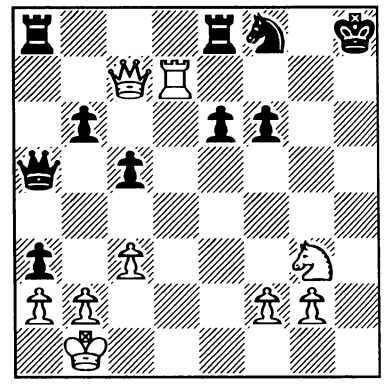
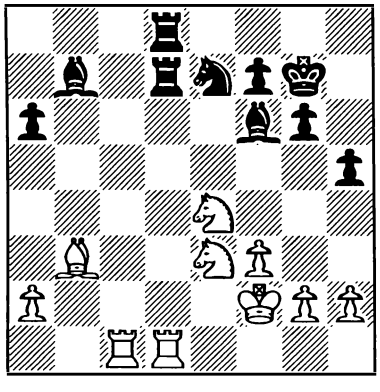


MATERIAL

❹



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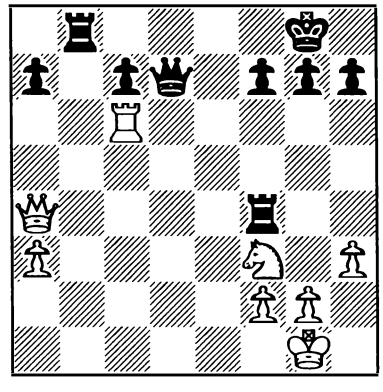

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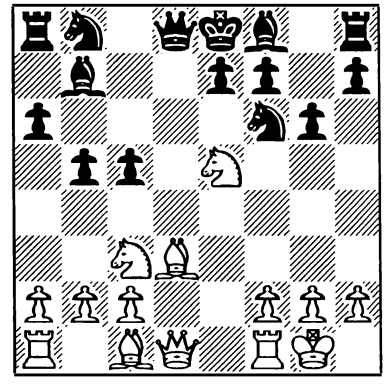
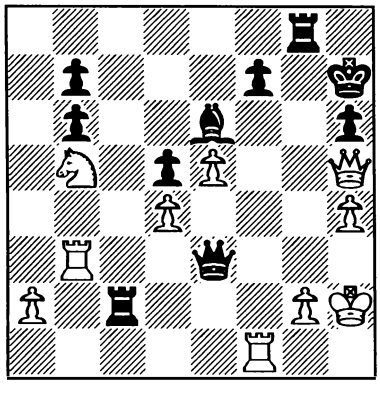
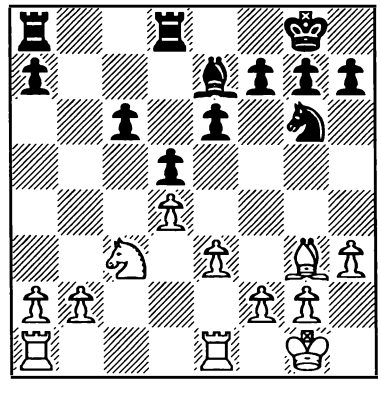


BEST MOVE

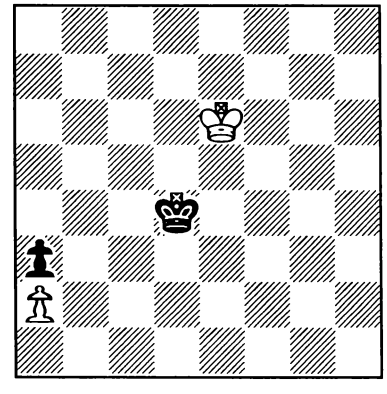
❼



❽



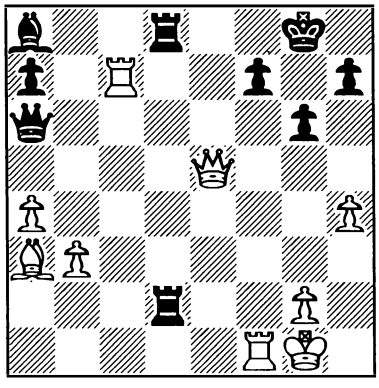
❾



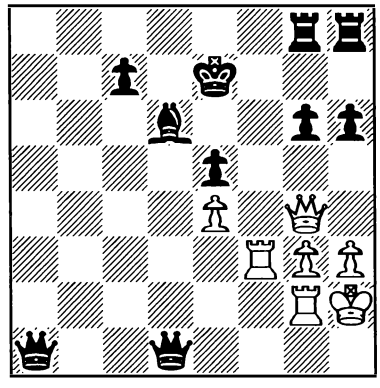
❿ How many squares can a knight on h1 reach in exactly four moves?

BEST MOVE CONTEST 68

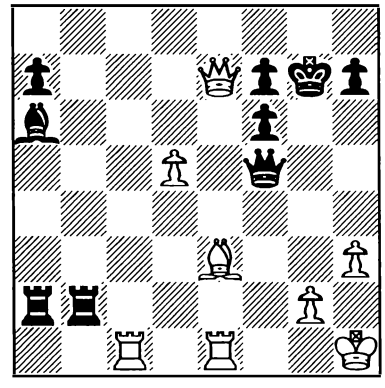
❶



❷

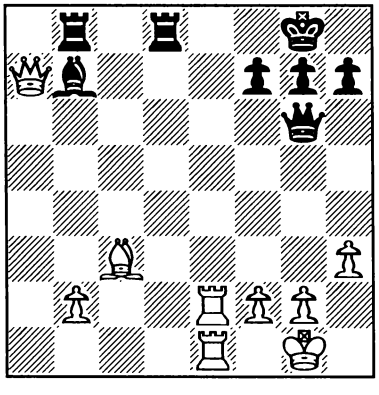


❸

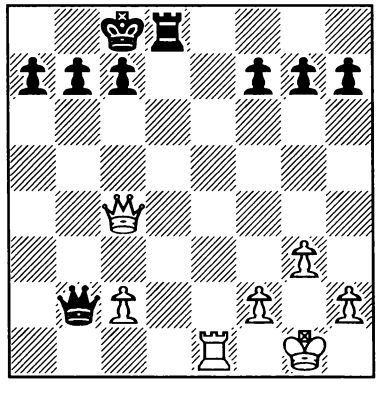


MATE

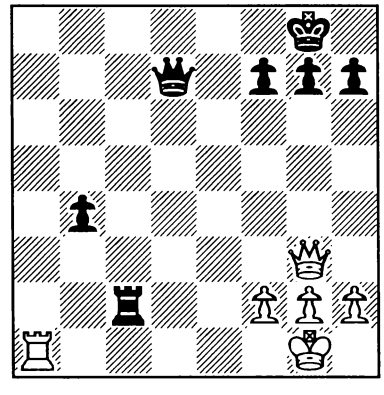
❹



❺

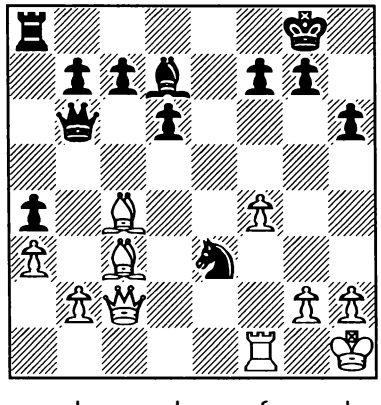


❻



MATERIAL

❼



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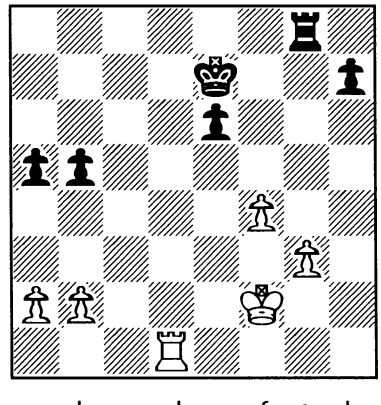

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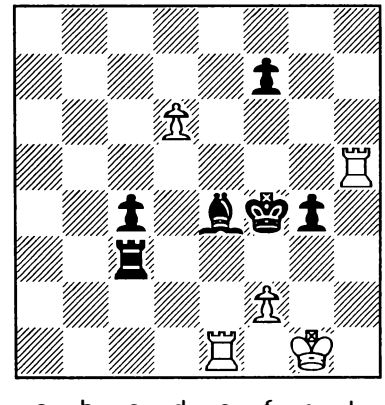


BEST MOVE

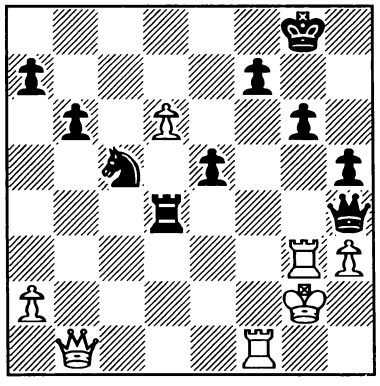
❿ What is the most possible moves to get out of a double check?

WHITE TO MOVE ☞ *196*

BEST MOVE CONTEST 69

MATE

❶



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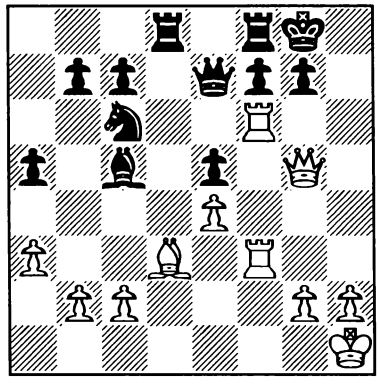
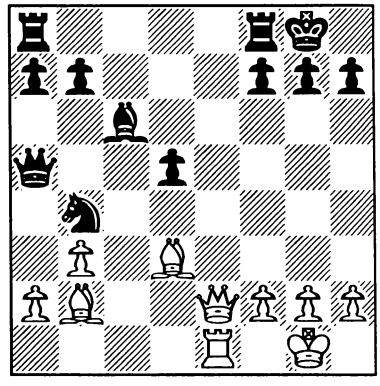
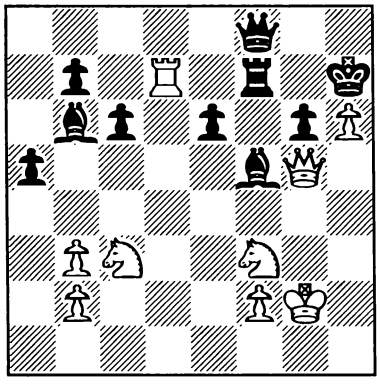


❸

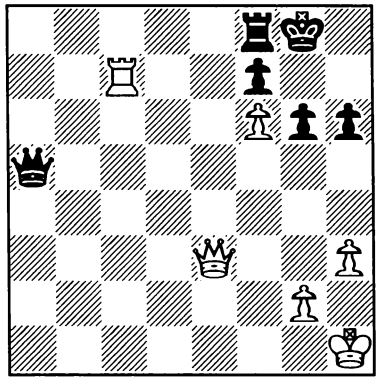


MATERIAL

❹



❺



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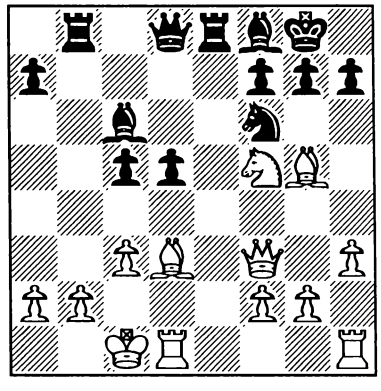
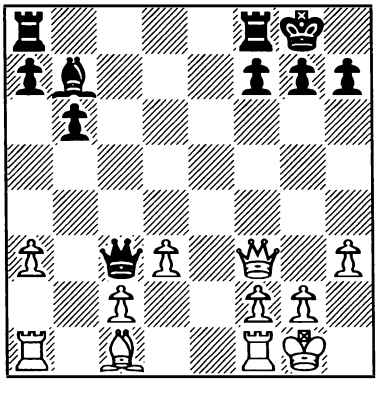


BEST MOVE

❼



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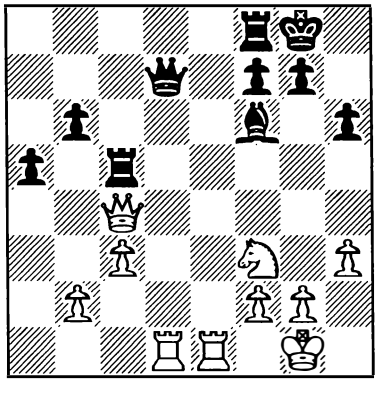

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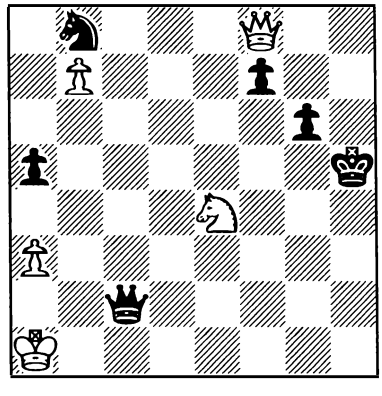
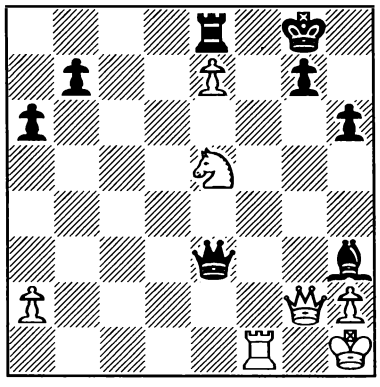


❿ What is the most queens on a board so that each attacks a central square (d4 d5 e4 e5)?

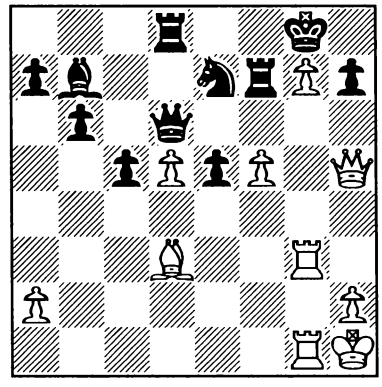
BEST MOVE CONTEST 70

MATE

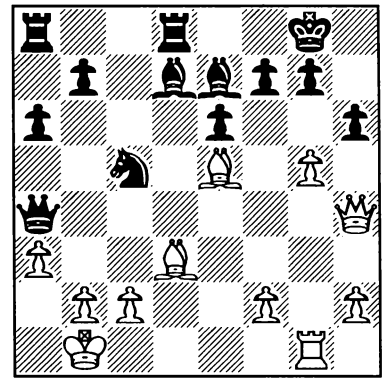
❶



❷

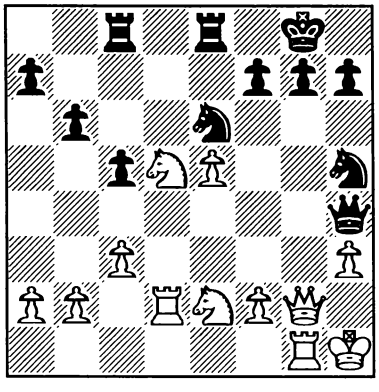


❸

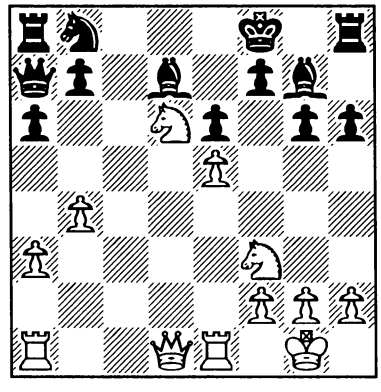


MATERIAL

❹



❺



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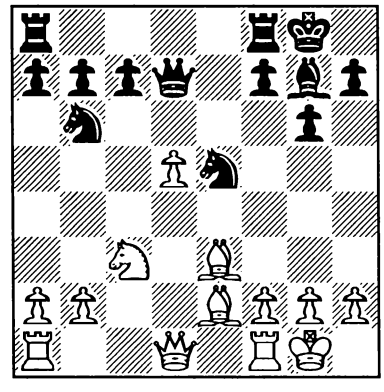
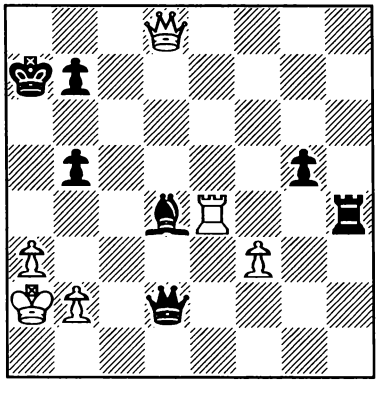


BEST MOVE

❼



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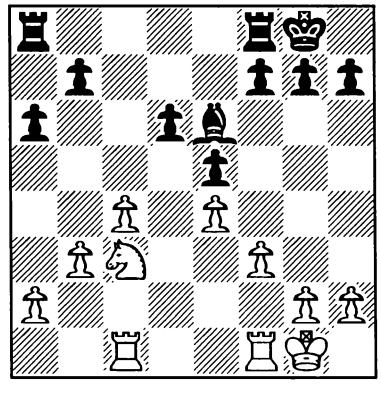

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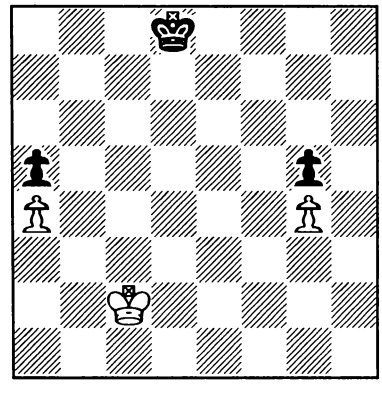


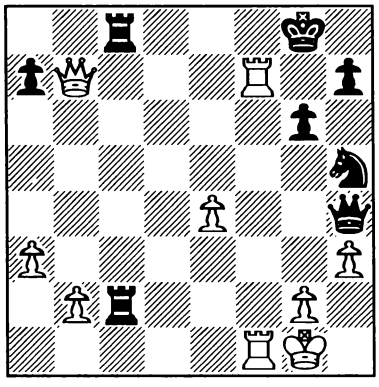
❿ How many ways can a knight get from g1 to d6 in four moves?

WHITE TO MOVE ☞ *199*

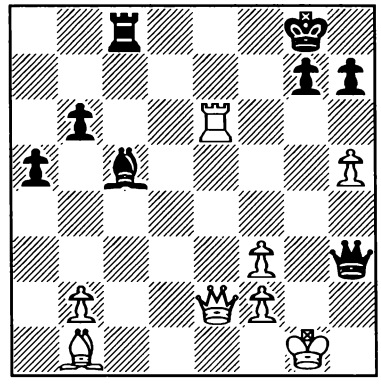
BEST MOVE CONTEST 71

MATE

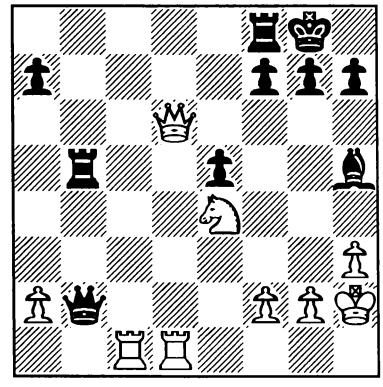
❶



❷

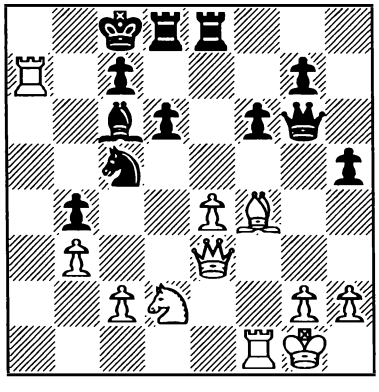


❸



MATERIAL

❹



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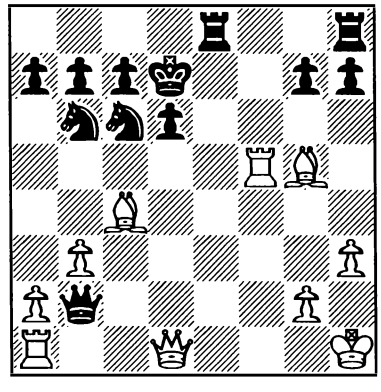

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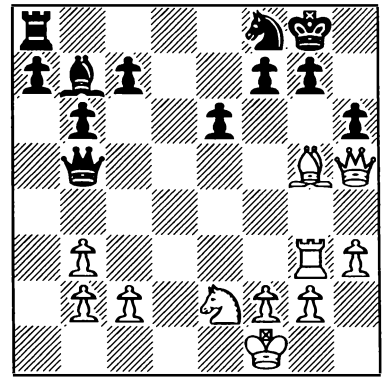
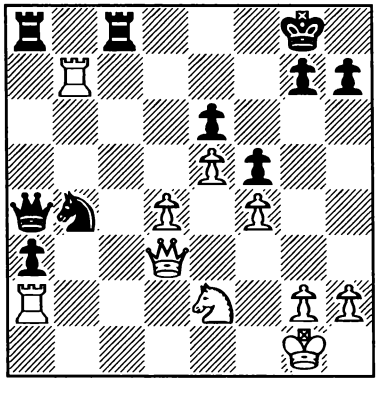
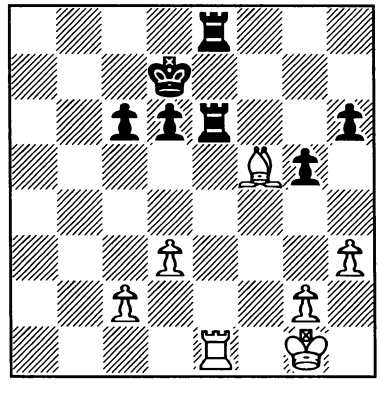


BEST MOVE

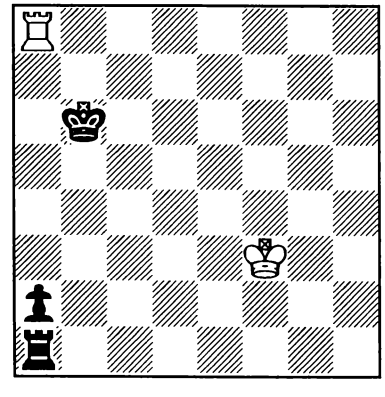
❼



❽



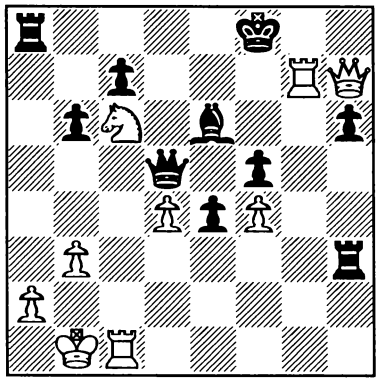
❾



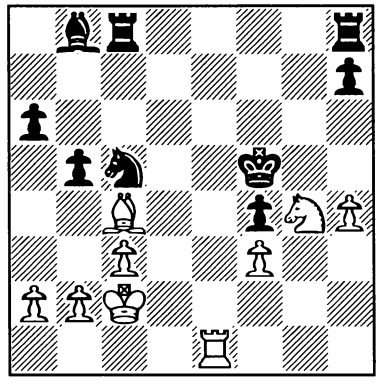
❿ On which squares does a knight have more moves than a king?

BEST MOVE CONTEST 72

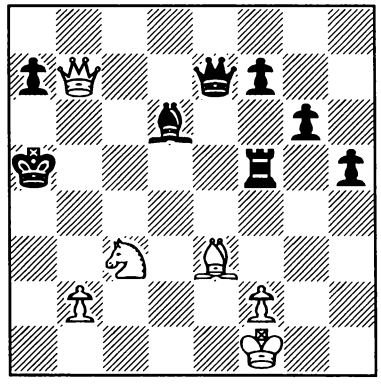
❶



❷

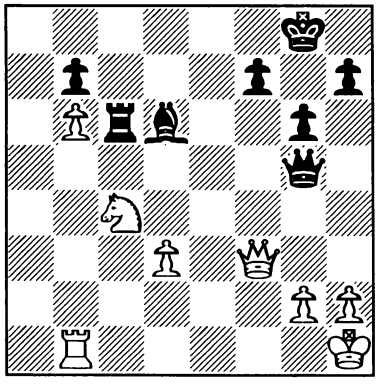


❸

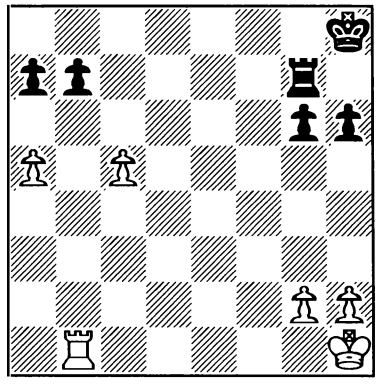


MATE

❹



❺



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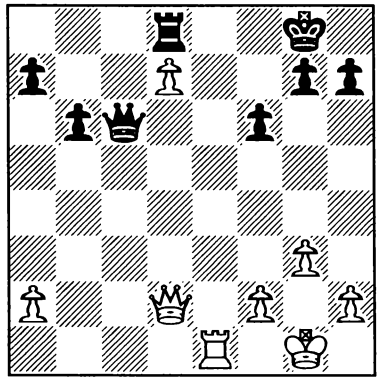
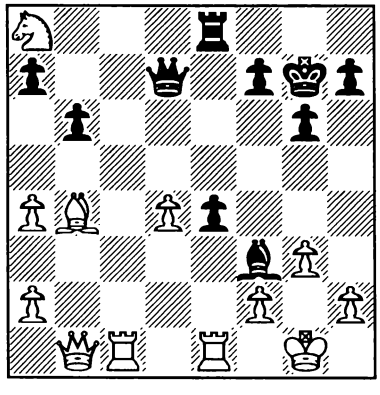
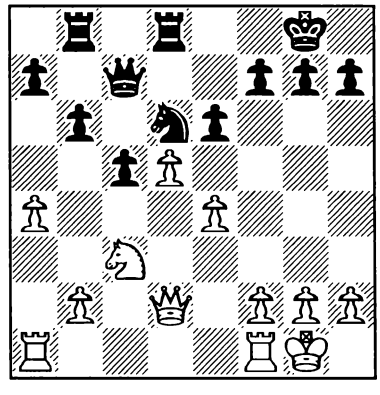


MATERIAL

❼



❽



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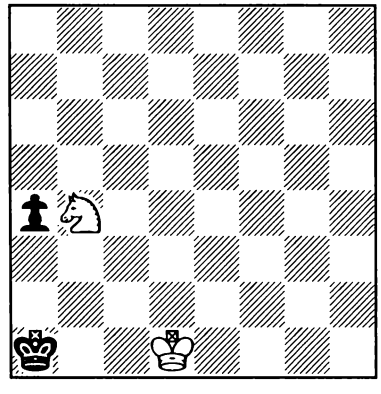
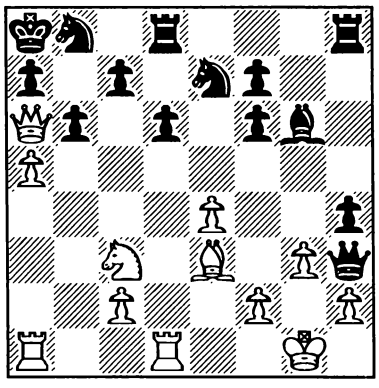


BEST MOVE

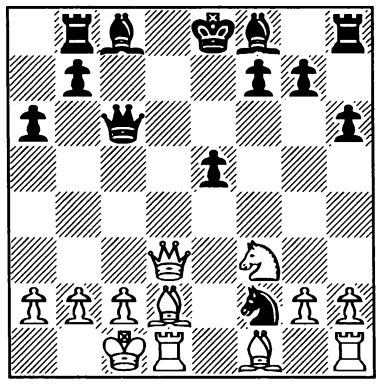
❿ On which squares does a bishop have more moves than a king?

BEST MOVE CONTEST 73

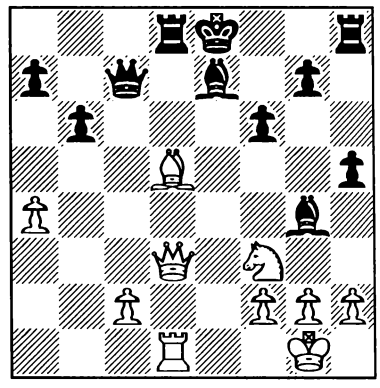
❶



❷

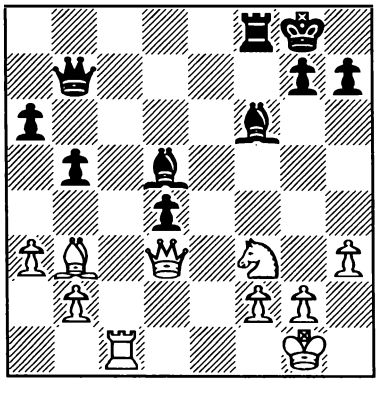


❸

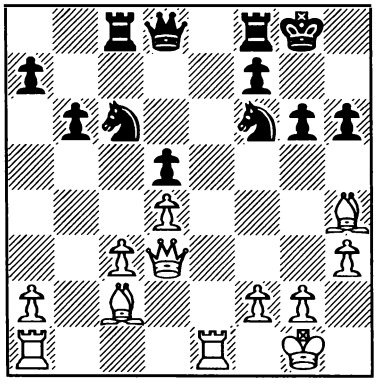


MATE

❹



❺



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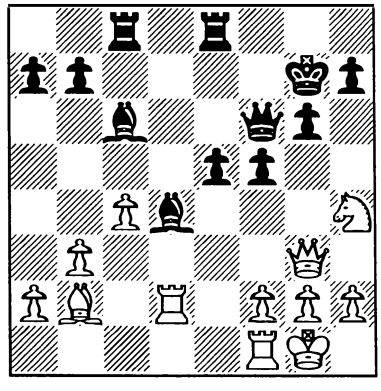
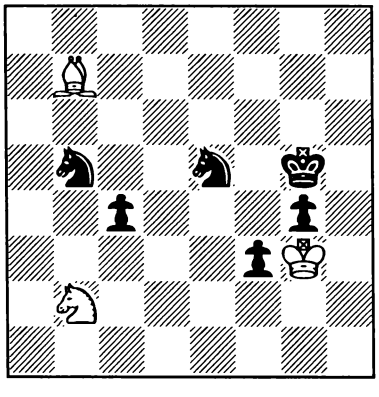


MATERIAL

❼



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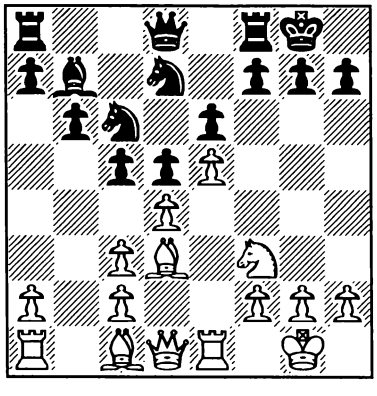

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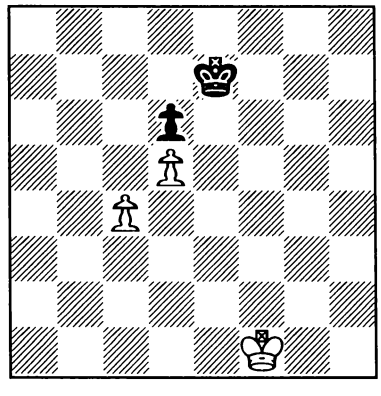


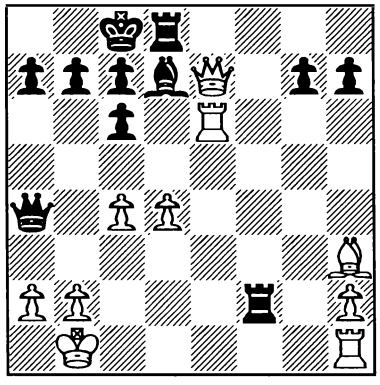
BEST MOVE

❿ What is the least number of squares that can be attacked by eight bishops?

BEST MOVE CONTEST 74

MATE

❶



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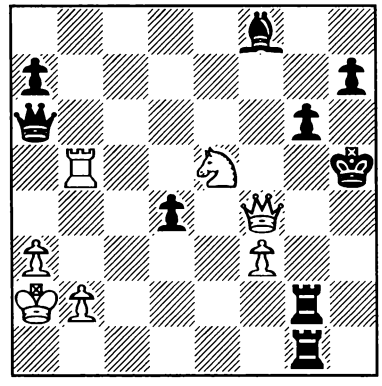

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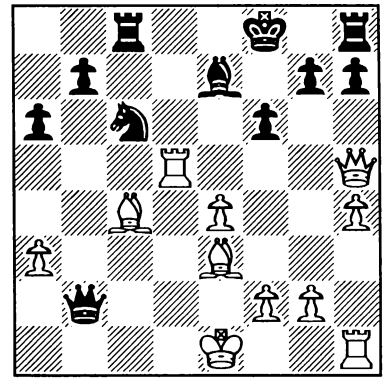
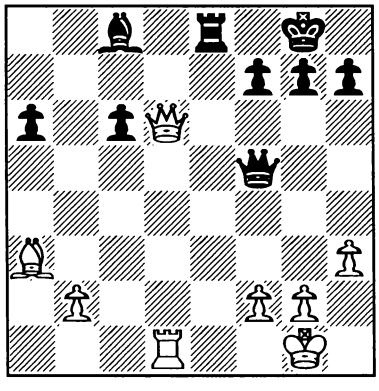


MATERIAL

❹



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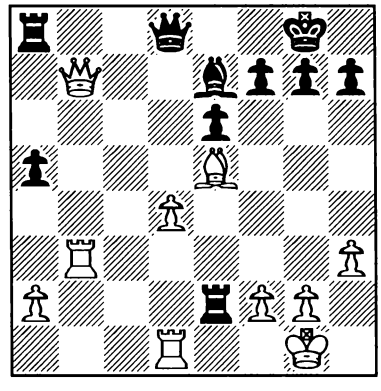

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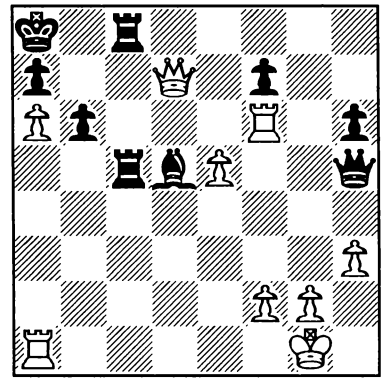
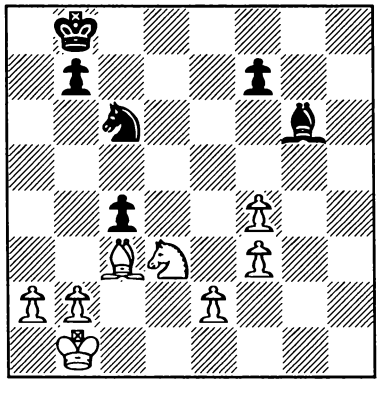


BEST MOVE

❼



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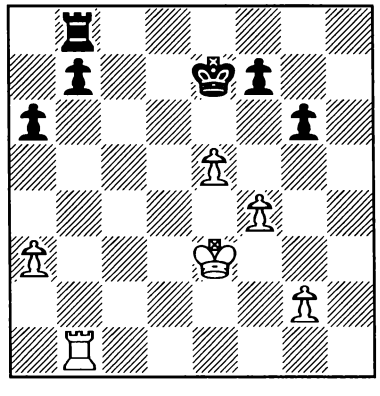

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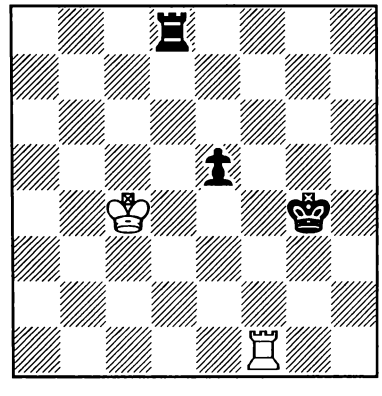
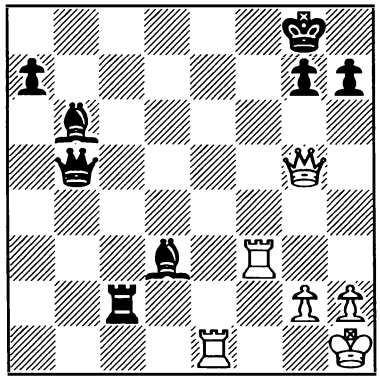


❿ What is the least number of squares that can be attacked by eight knights?

BEST MOVE CONTEST 75

MATE

❶



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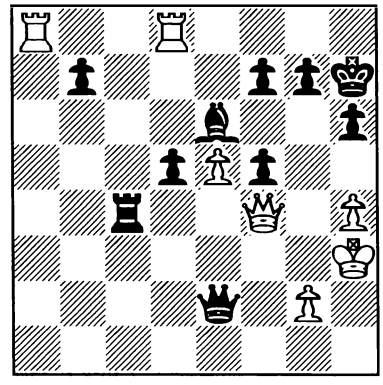
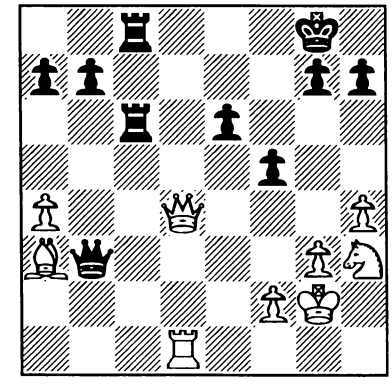
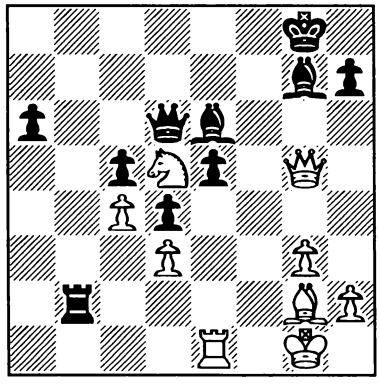


❸



MATERIAL

❹



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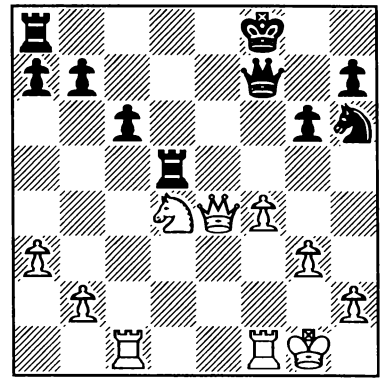

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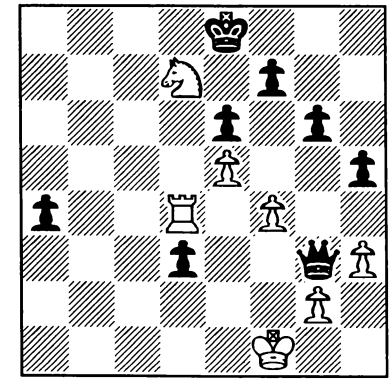
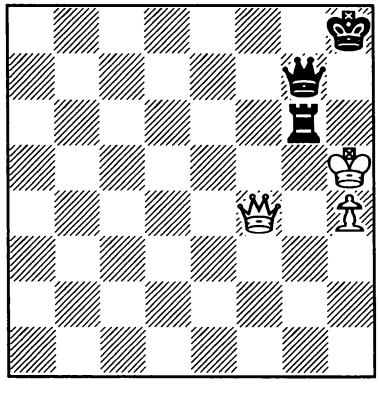


BEST MOVE

❼



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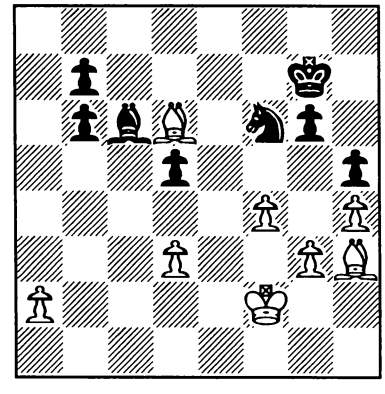

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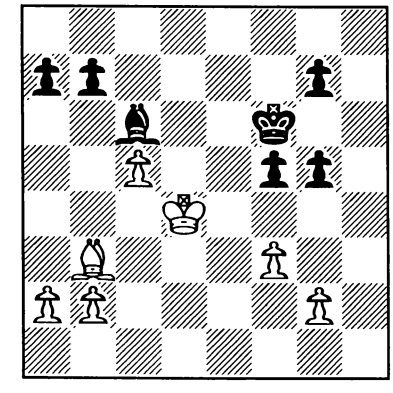
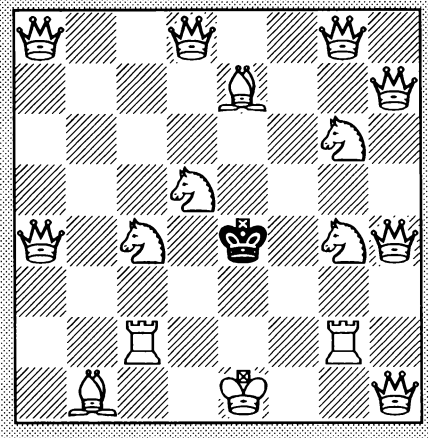


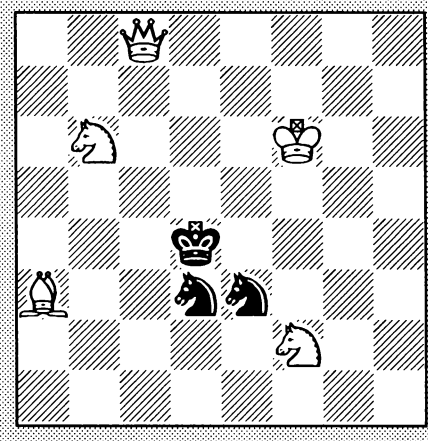
❿ In which two situations is it usually good to trade queens?

LILY'S PUZZLERS



a b c d e f g h

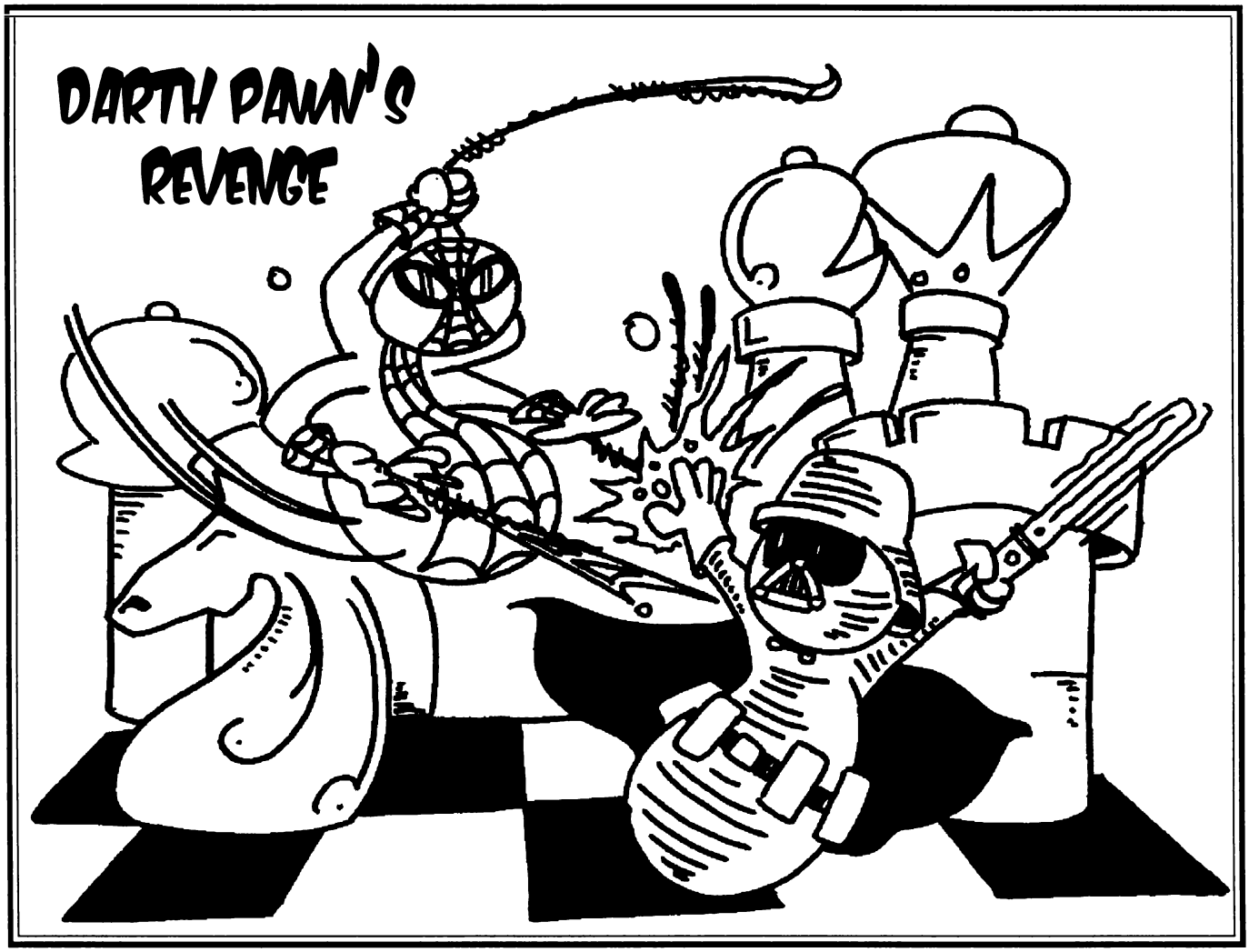
MATE IN 1



a b c d e f g h

MATE IN 2

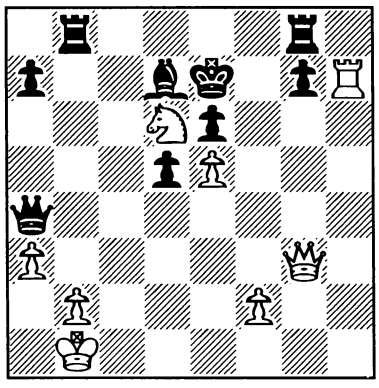
⑨ *WHITE TO MOVE*
SOLUTIONS PAGE 239



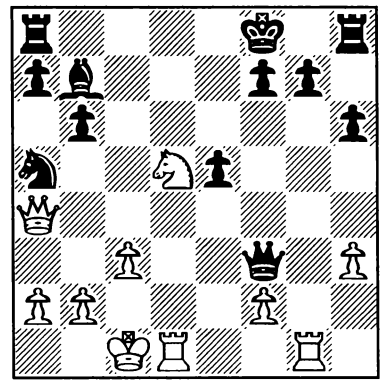
BEST MOVE CONTEST 76

MATE

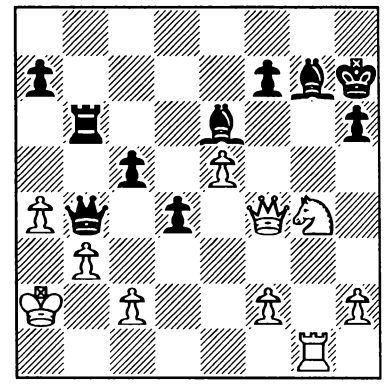
❶



❷

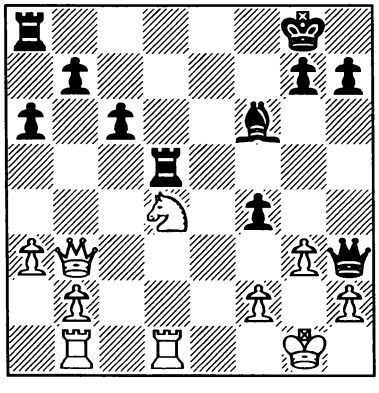


❸



MATERIAL

❹



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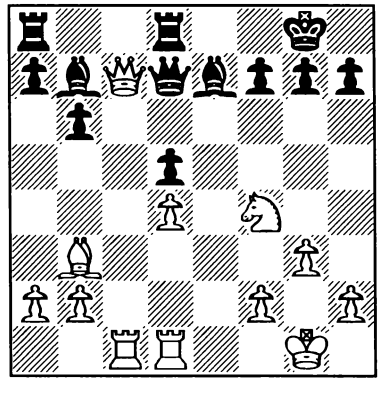
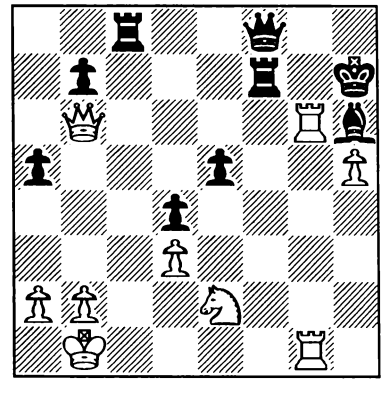
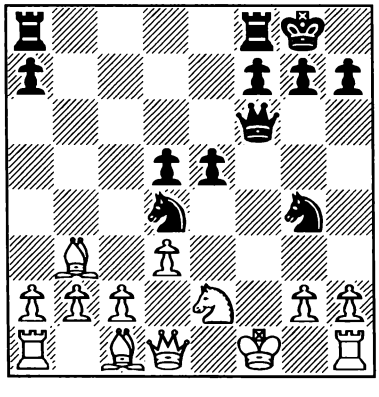


❻



BEST MOVE

❼



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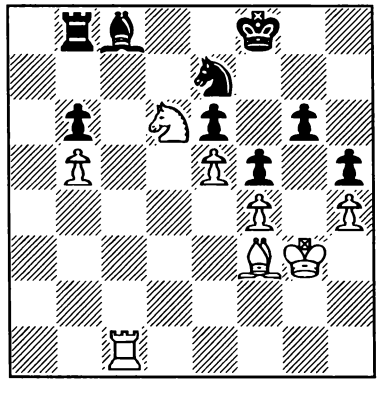

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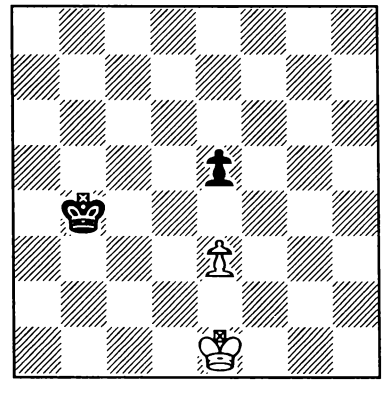
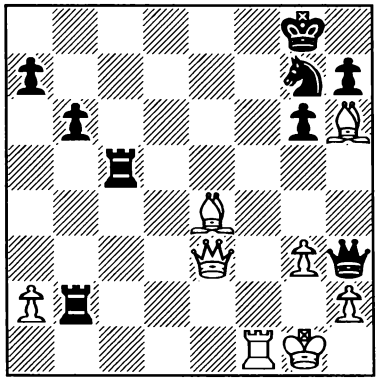


❿ How many squares can a king in the centre of the board be checked from?

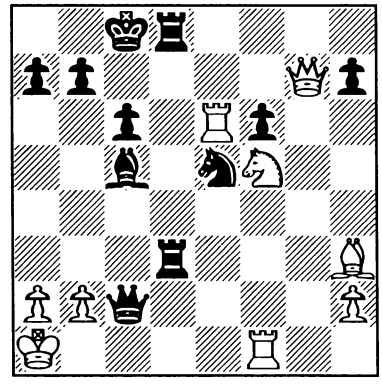
BEST MOVE CONTEST 77

❶

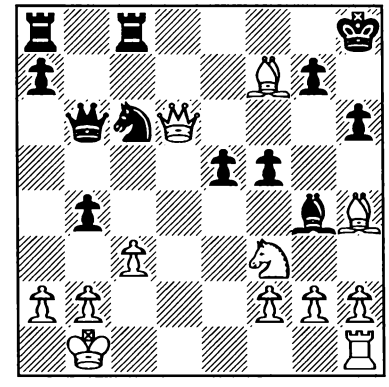


MATE

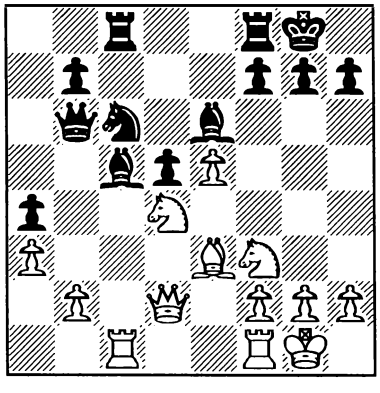
❷



❸

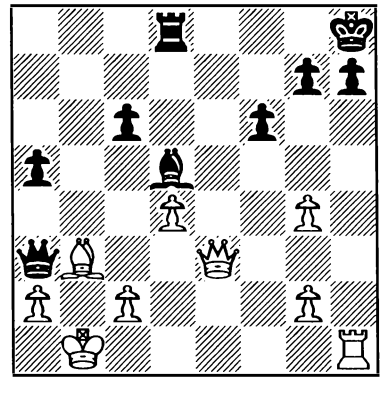


❹



MATERIAL

❺



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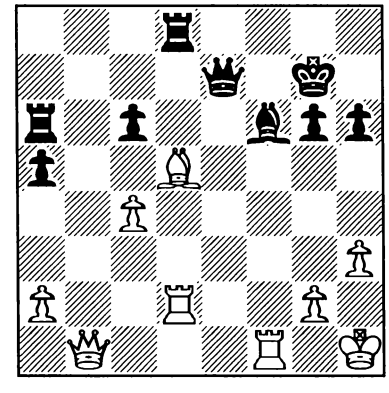
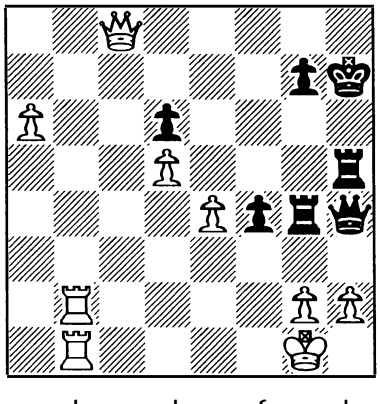
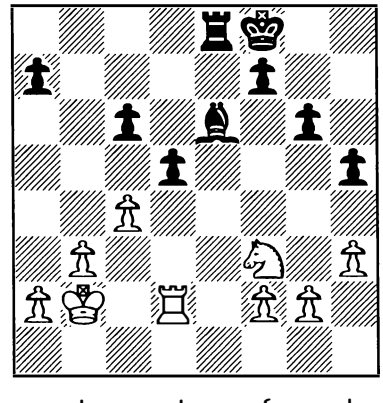


❼

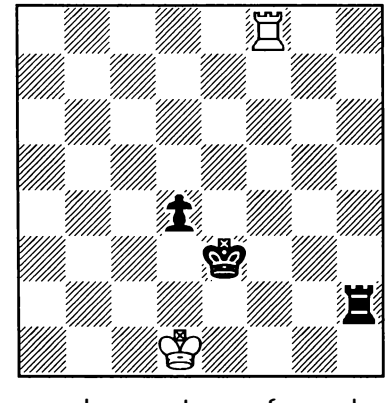


BEST MOVE

❽



❾

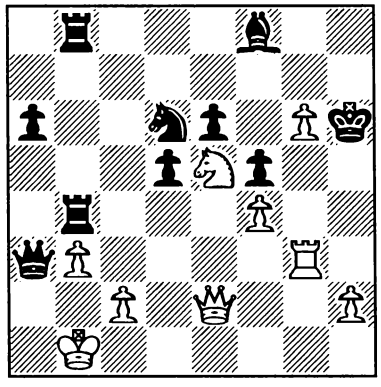


❿ How many squares can a king in the corner be checked from?

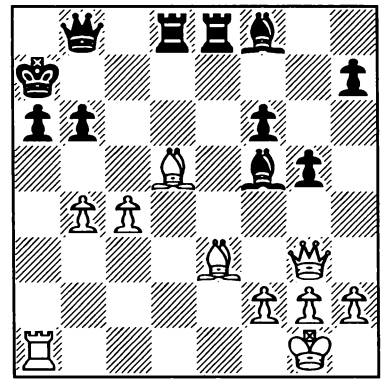
BEST MOVE CONTEST 78

MATE

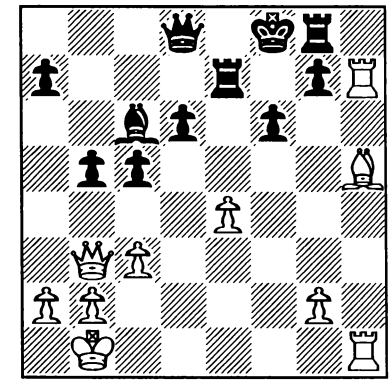
❶



❷

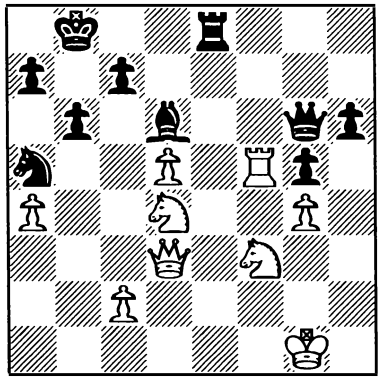


❸

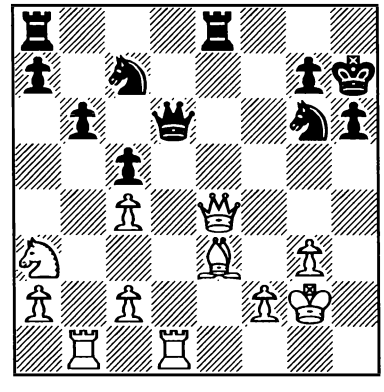


MATERIAL

❹



❺



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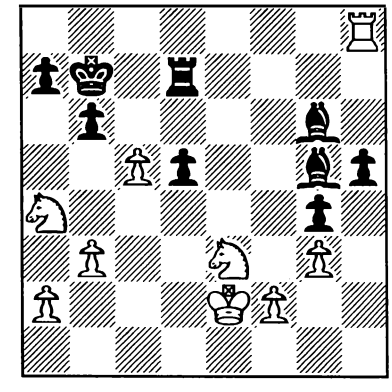
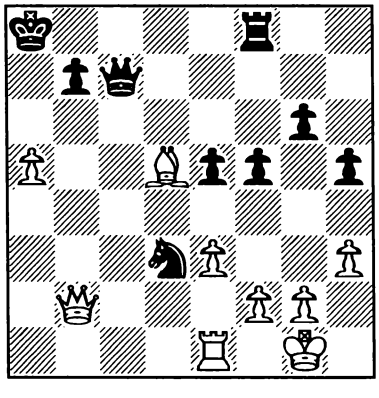
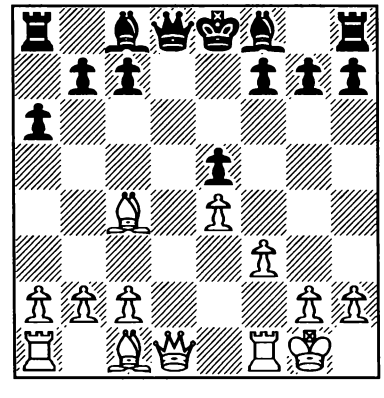


BEST MOVE

❼



❽



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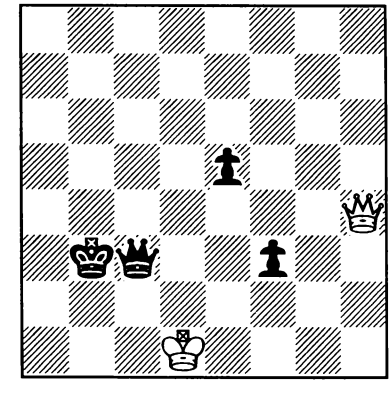
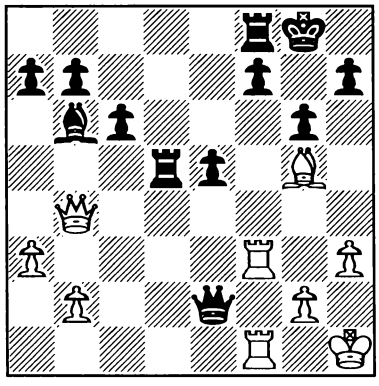


❿ How many different ways can a bishop get from f1 to e4 in exactly three moves?

BEST MOVE CONTEST 79

❶



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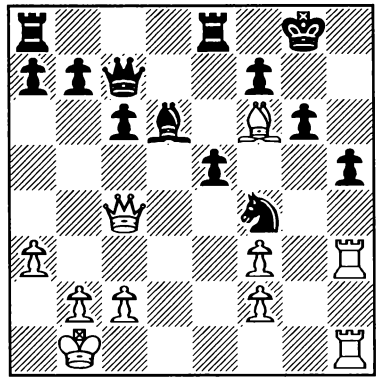

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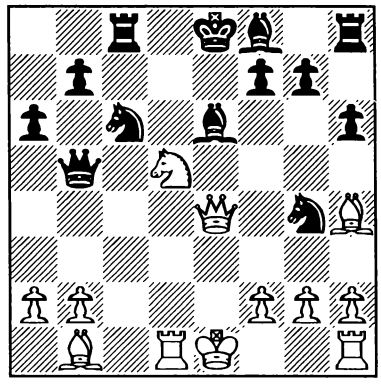
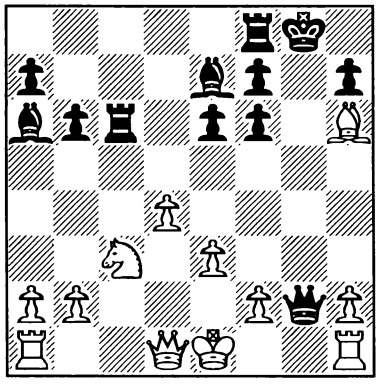


MATE

❹



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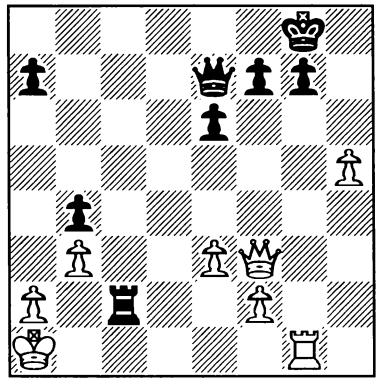

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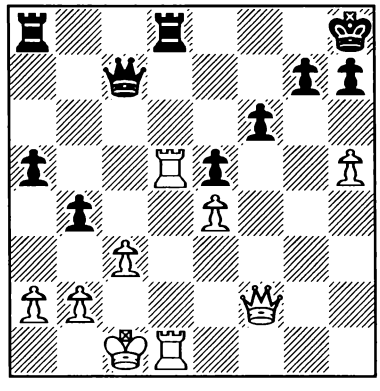
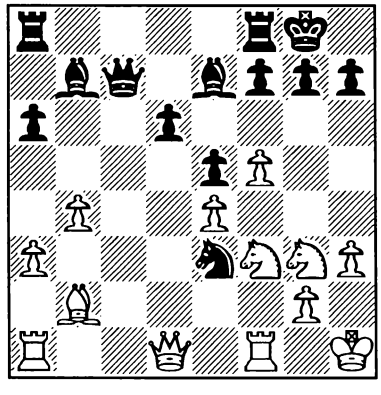


MATERIAL

❼



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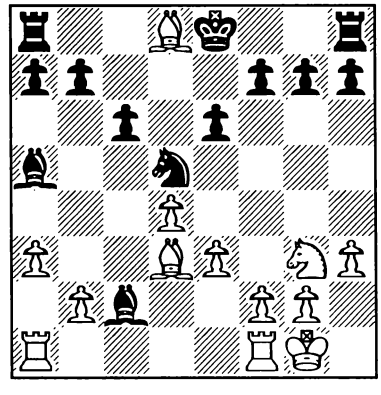

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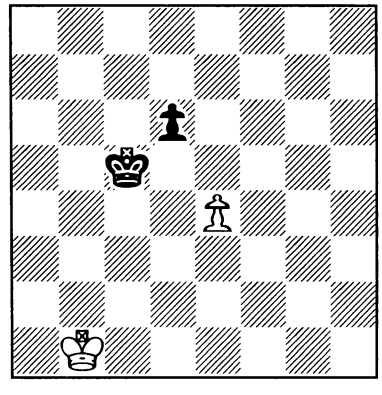


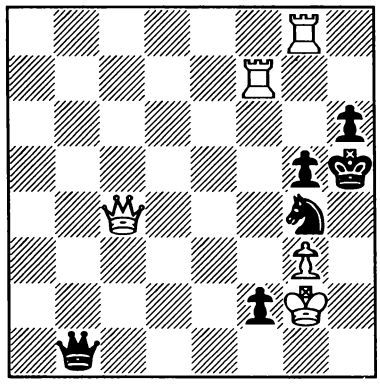
BEST MOVE

❿ On which squares does a queen not attack a central square (d4 d5 e4 e5)?

BEST MOVE CONTEST 80

MATE

❶



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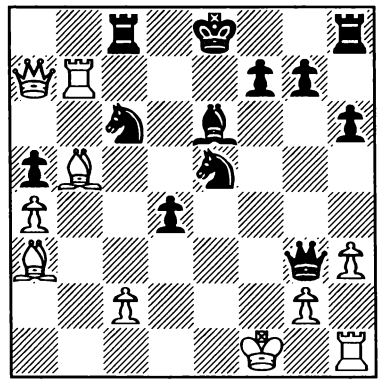

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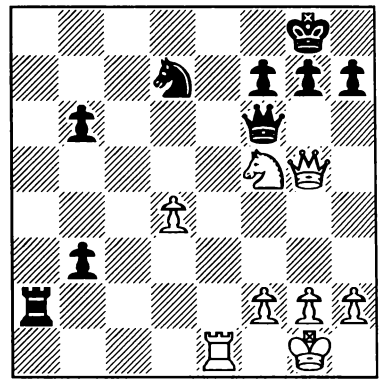
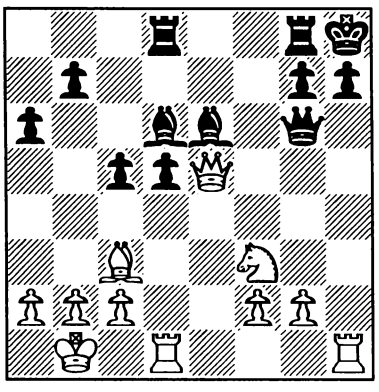


MATERIAL

❹



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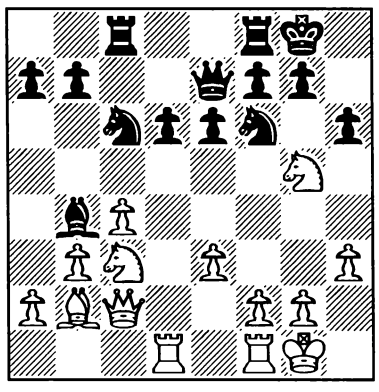

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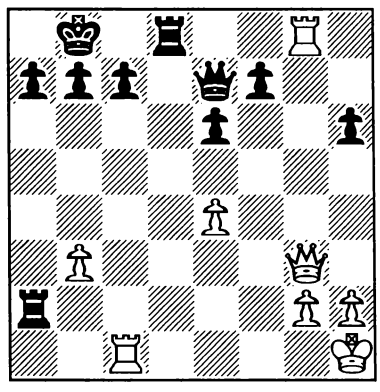
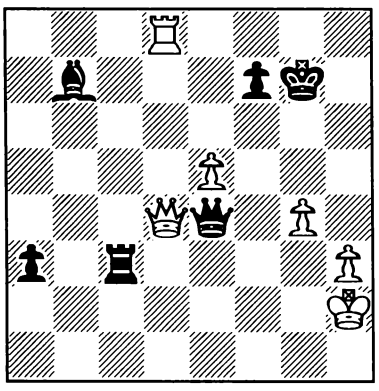


BEST MOVE

❼



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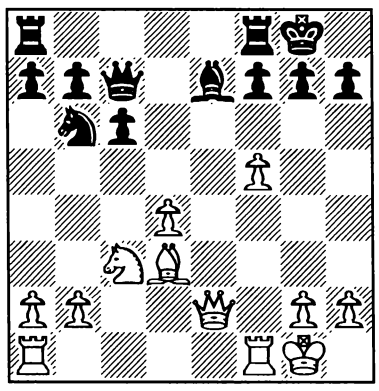

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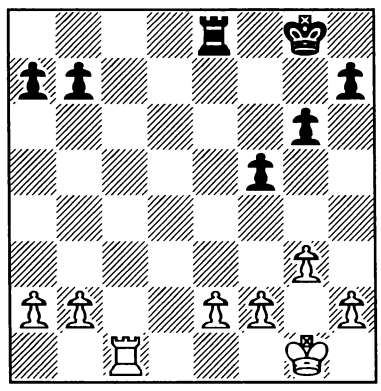
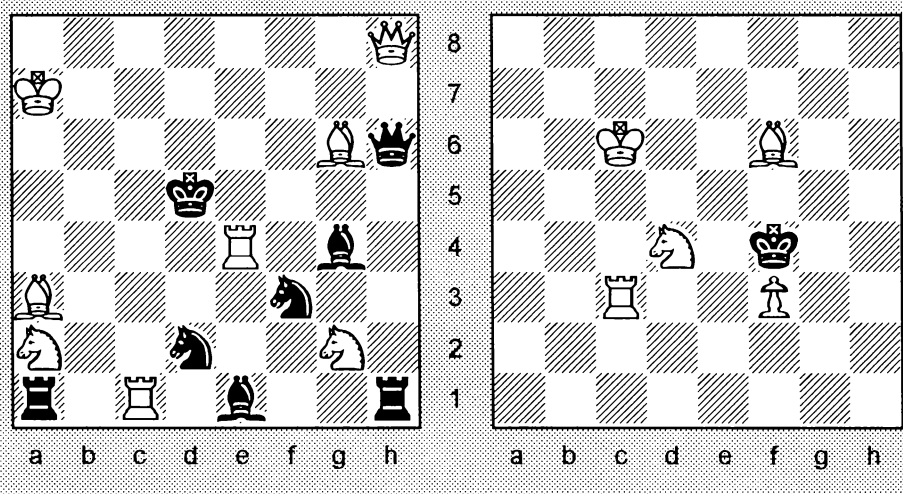


❿ On which squares does a bishop have more moves than a knight?

LILY'S PUZZLERS



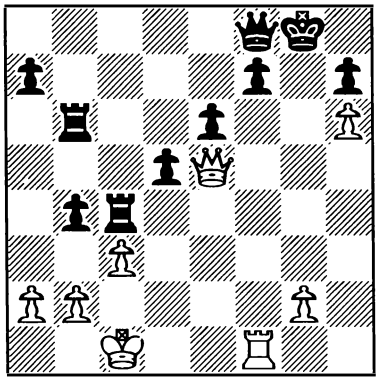
MATE IN 1 **MATE IN 3**

⑩ *WHITE TO MOVE*
SOLUTIONS PAGE 239

BEST MOVE CONTEST 81

MATE

❶



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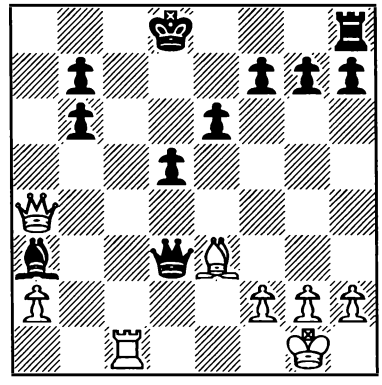

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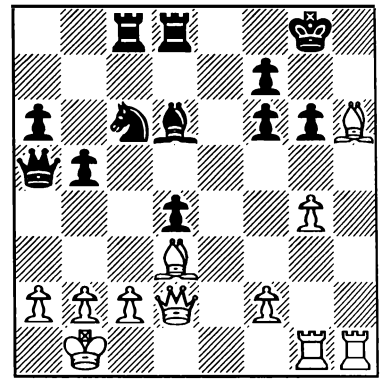
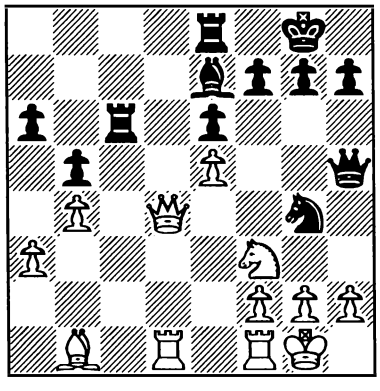


MATERIAL

❹



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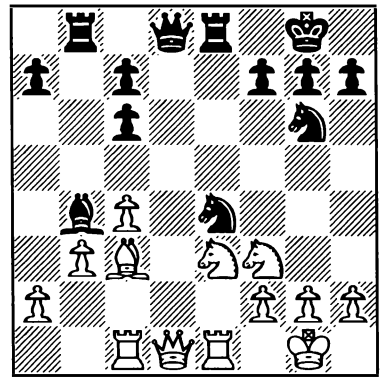

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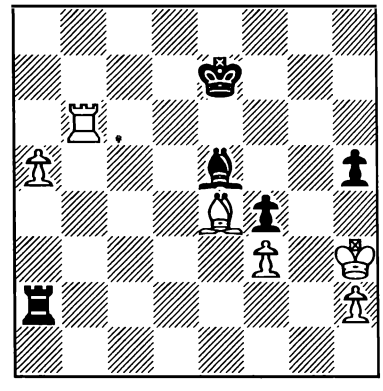
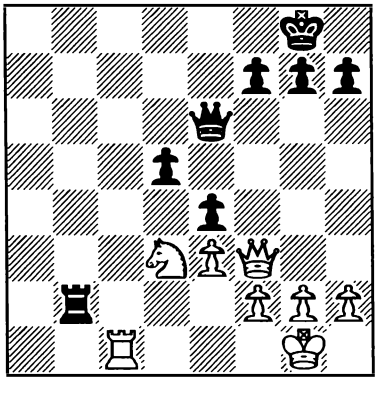


BEST MOVE

❼



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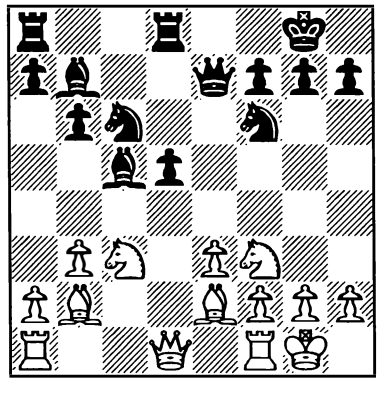

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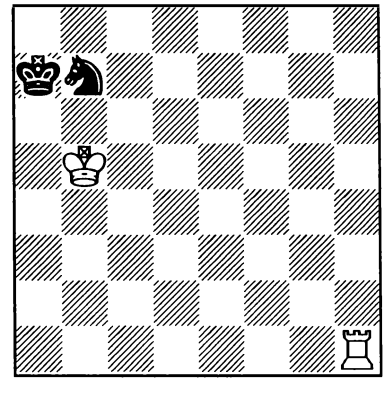
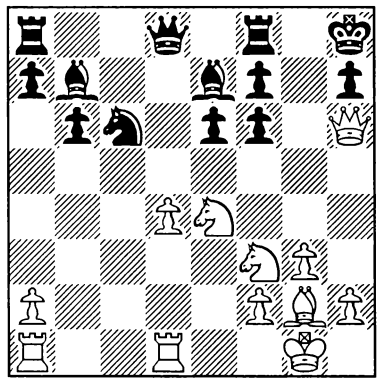


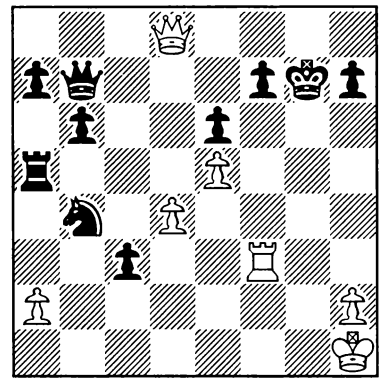
❿ On which squares does a rook have more moves than a bishop?

BEST MOVE CONTEST 82

❶



❷



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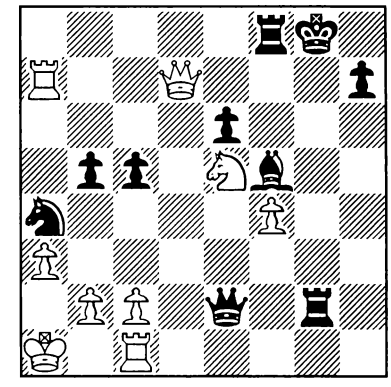
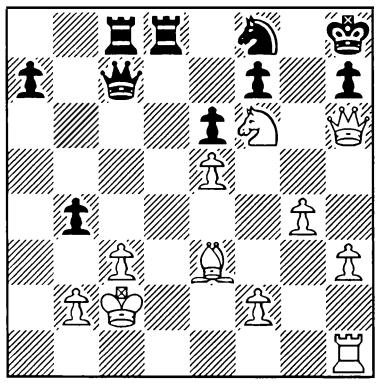


❹



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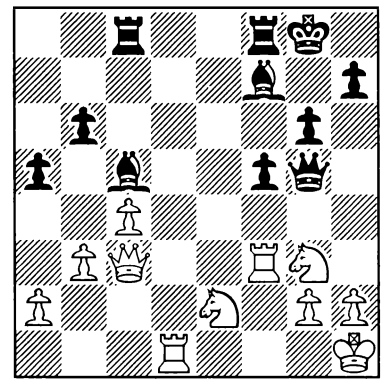

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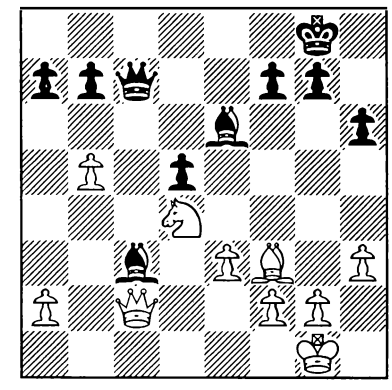

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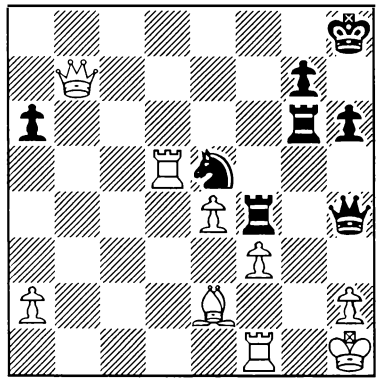

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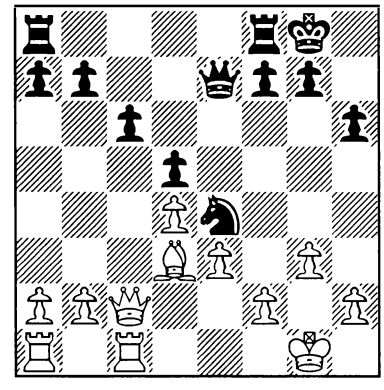

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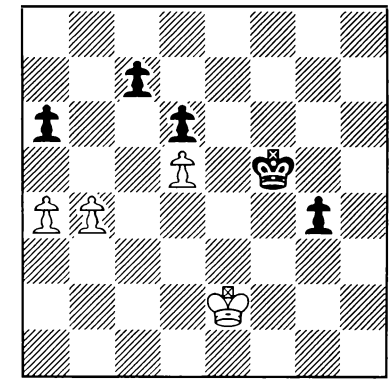


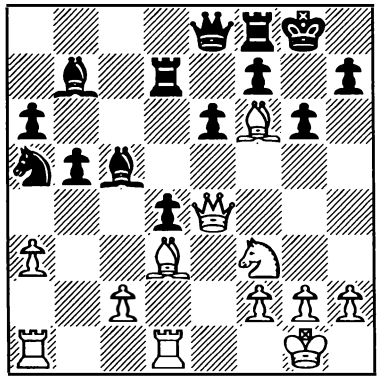
❿ How many mating positions are possible with king and queen against a king on e8?

WHITE TO MOVE ☞ *214*

BEST MOVE CONTEST 83

MATE

❶



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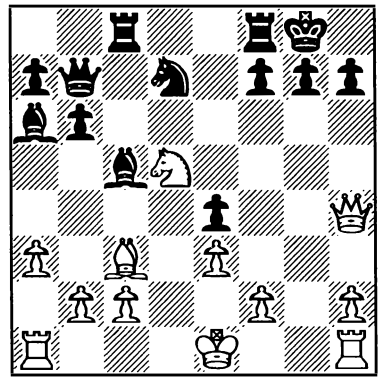

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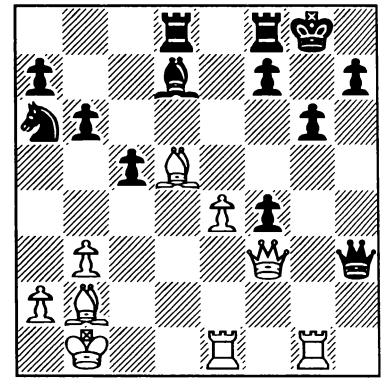
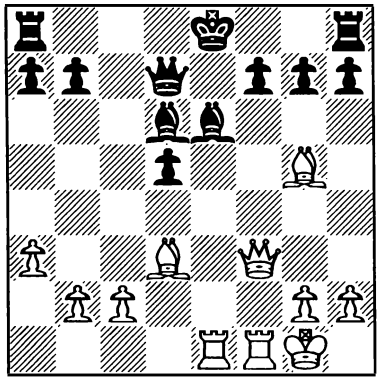


MATERIAL

❹



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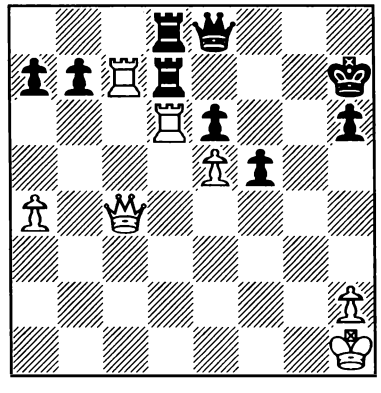

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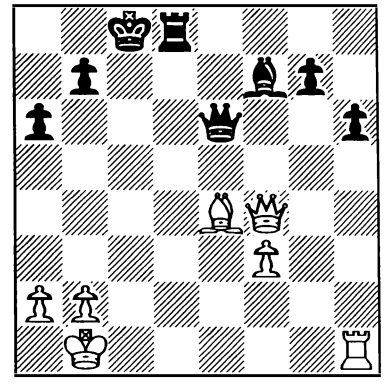
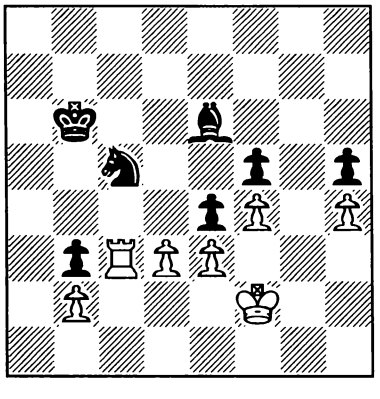


BEST MOVE

❼



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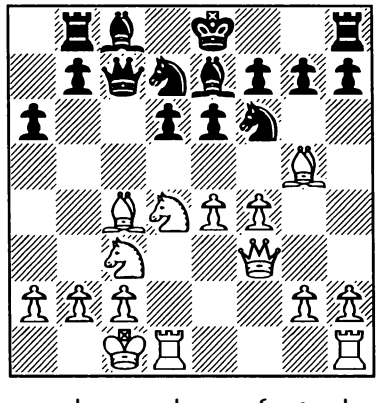

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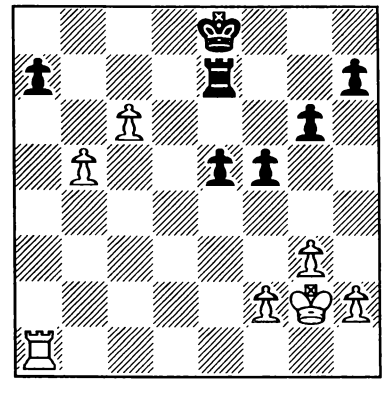
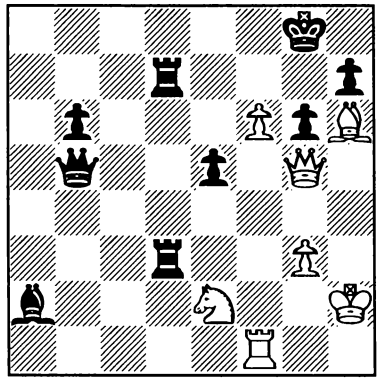


❿ Which pieces cannot move without giving up their protection of another piece?

BEST MOVE CONTEST 84

❶



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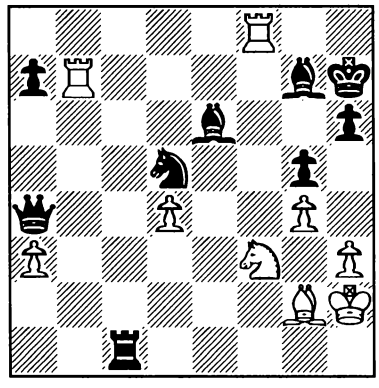

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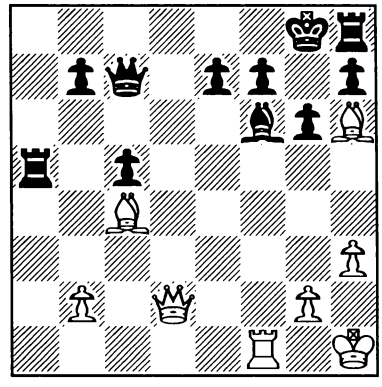
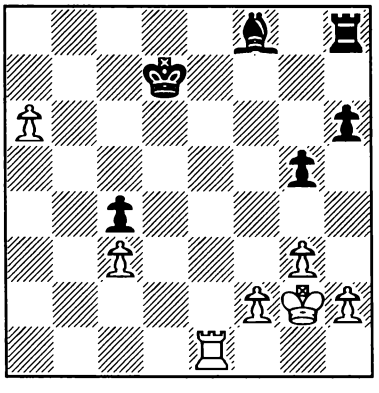


MATE

❹



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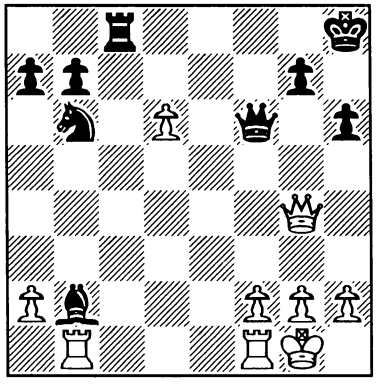

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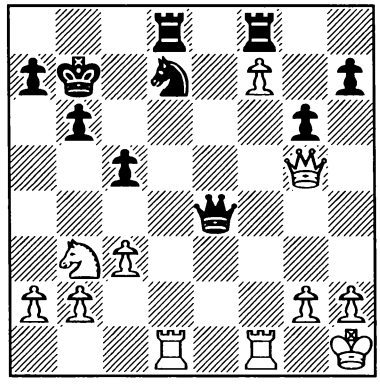
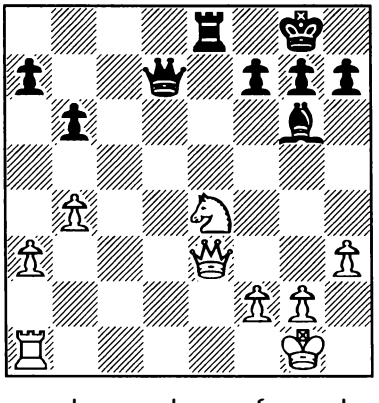


MATERIAL

❼



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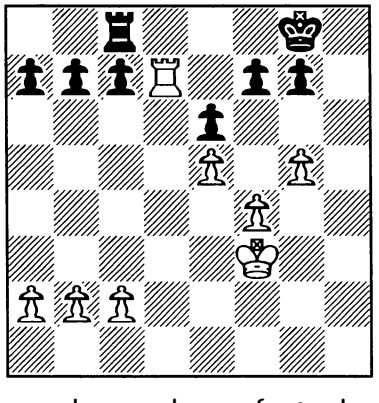

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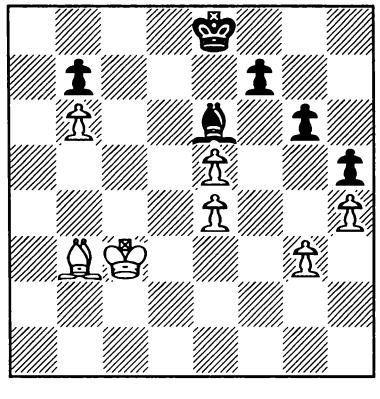


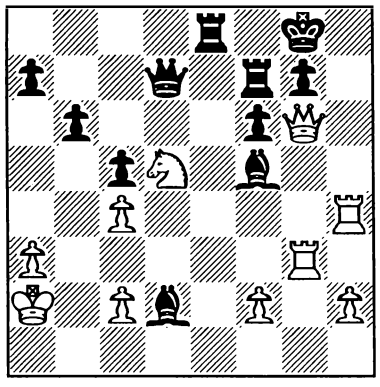
BEST MOVE

❿ In what three ways are pawns very different from the other pieces?

BEST MOVE CONTEST 85

MATE

❶



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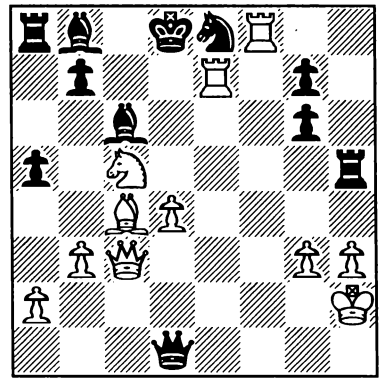

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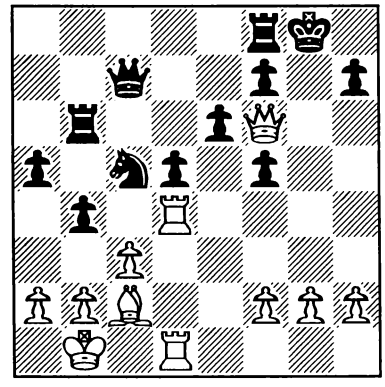
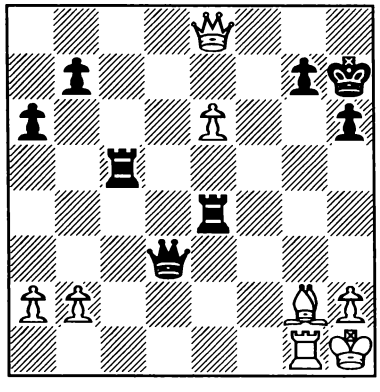


MATERIAL

❹



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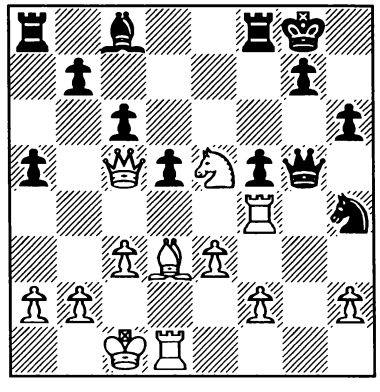

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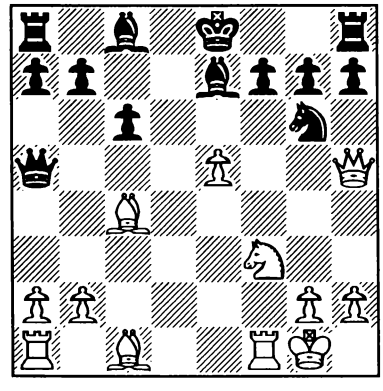
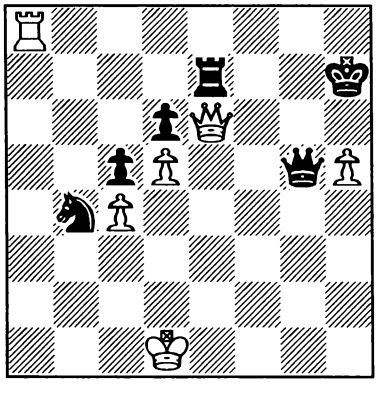


BEST MOVE

❼



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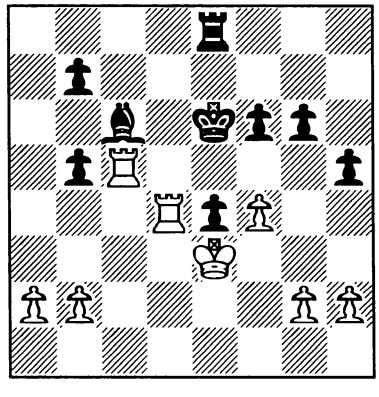

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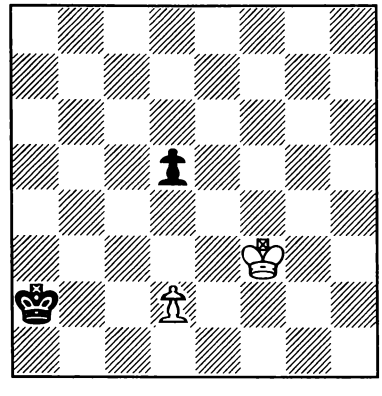
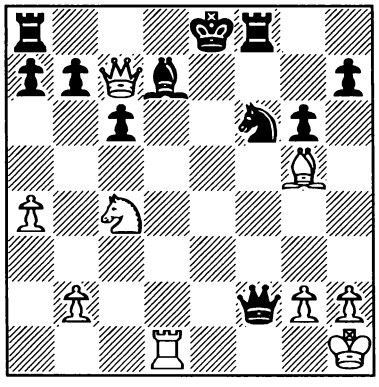


❿ How many different paths can a pawn take from e4 to e8?

BEST MOVE CONTEST 86

❶



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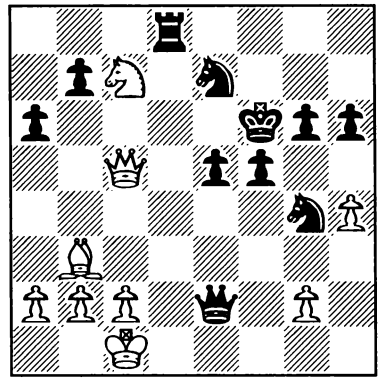

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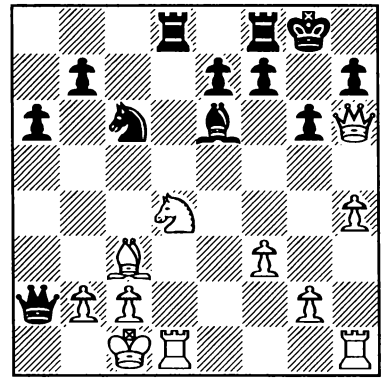
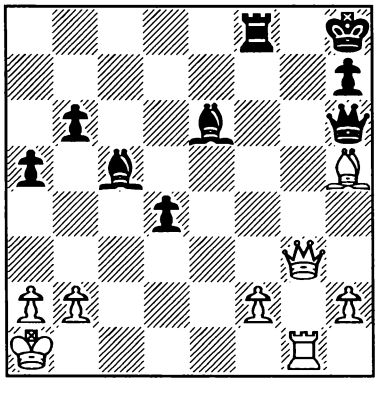


MATE

❹



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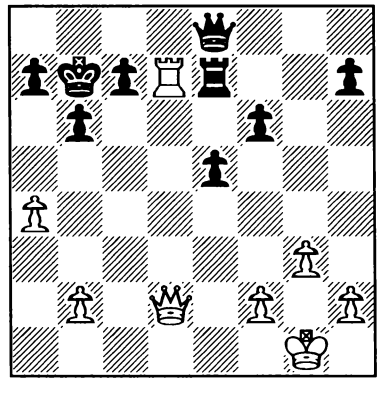

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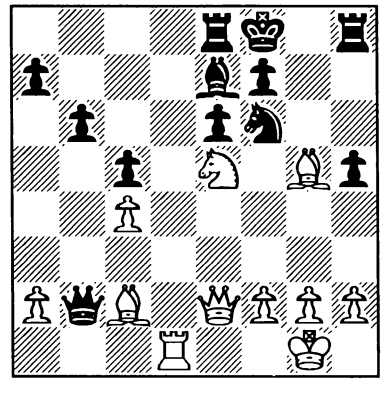
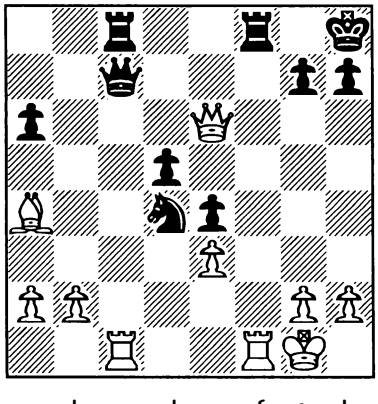


MATERIAL

❼



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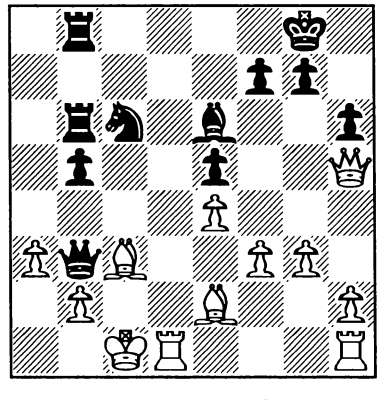

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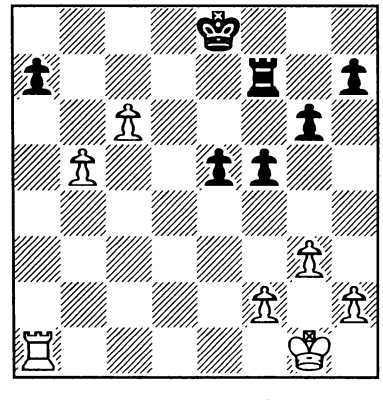


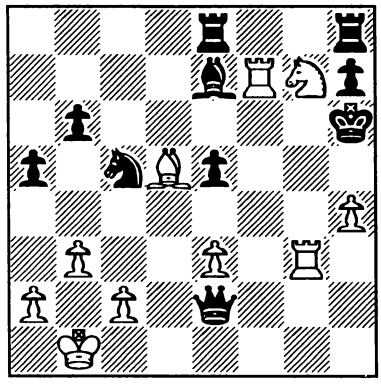
BEST MOVE

❿ Which piece is the strongest defender?

BEST MOVE CONTEST 87

MATE

❶



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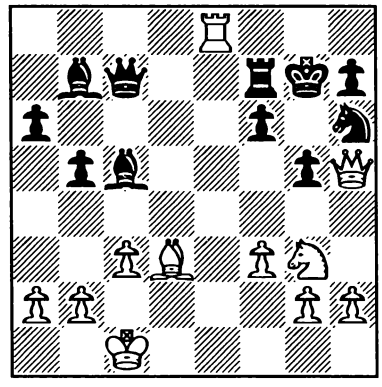

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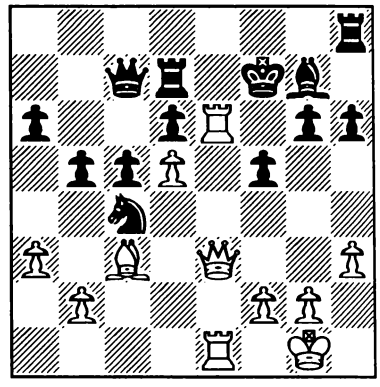
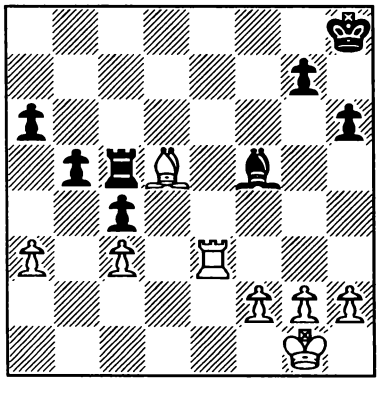


MATERIAL

❹



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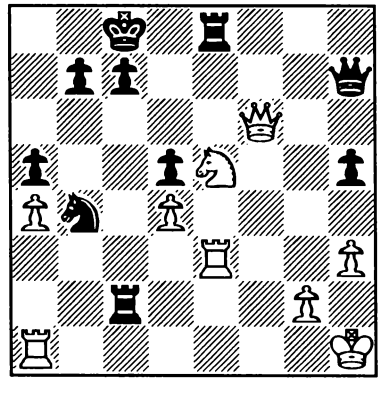

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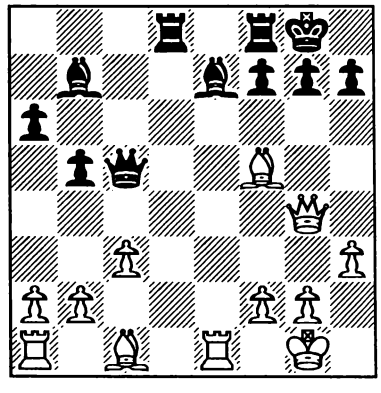
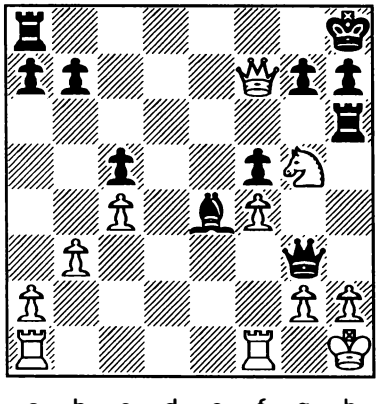


BEST MOVE

❼



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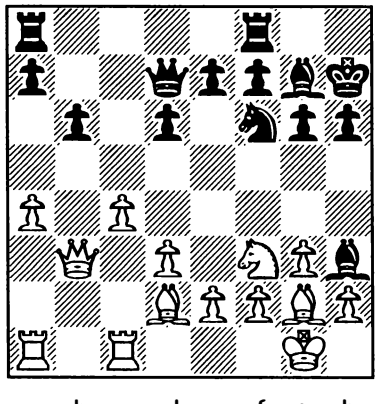

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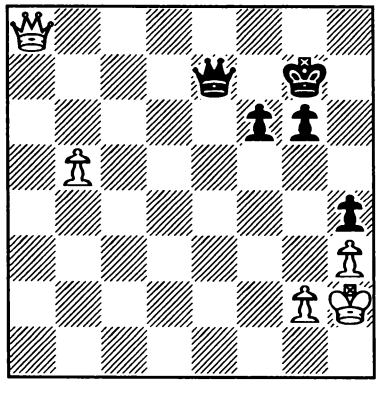
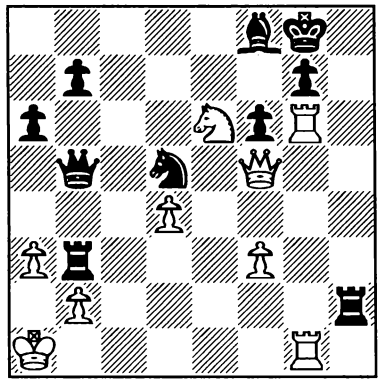


❿ Place eight pieces (KQRRBBNN) on the board so that none attack each other.

BEST MOVE CONTEST 88

MATE

❶



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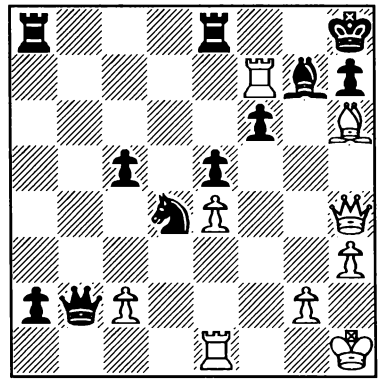

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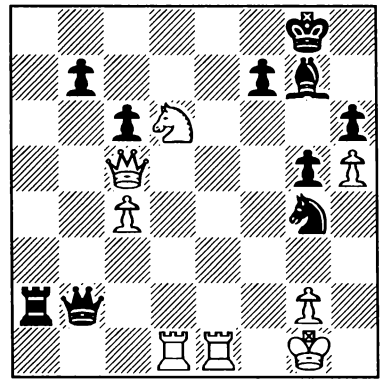
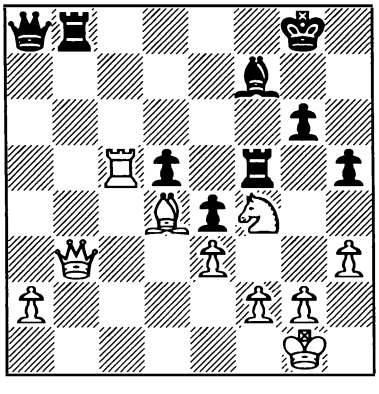


MATERIAL

❹



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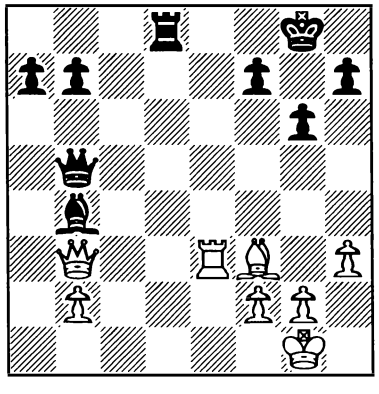

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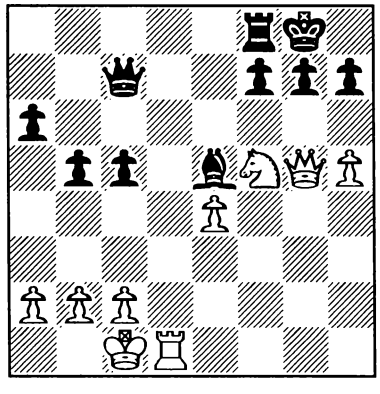
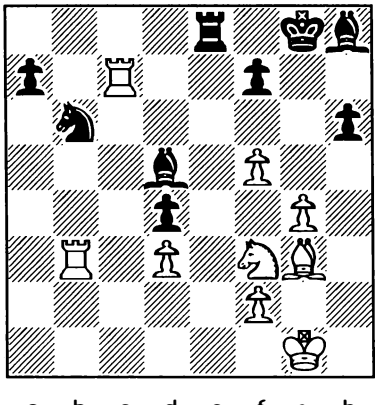


BEST MOVE

❼



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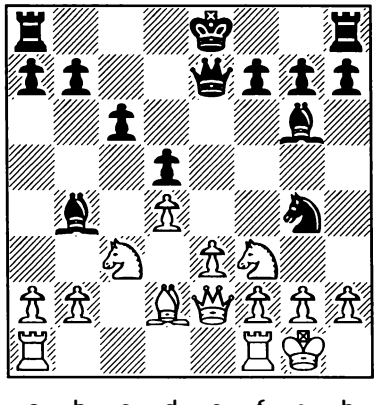

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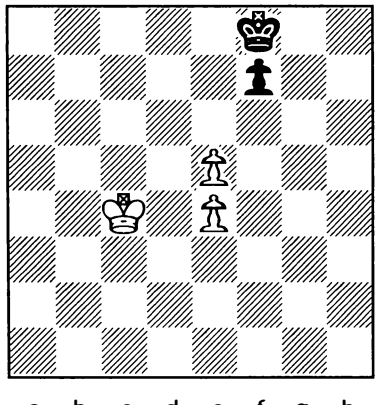
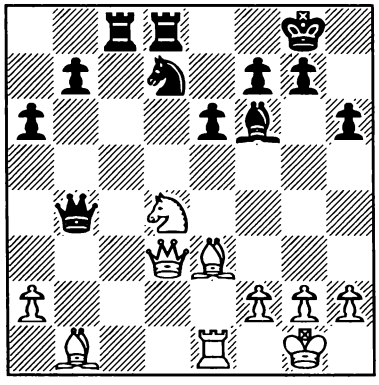


❿ Which three pieces usually become stronger as the game simplifies to an ending?

BEST MOVE CONTEST 89

MATE

❶



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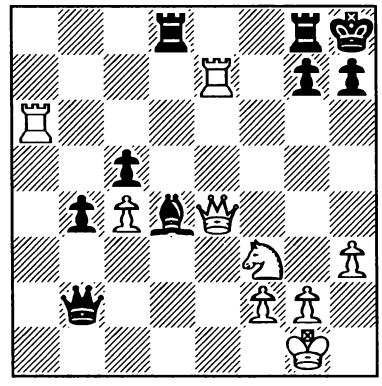
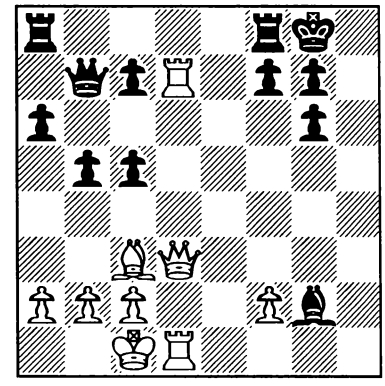
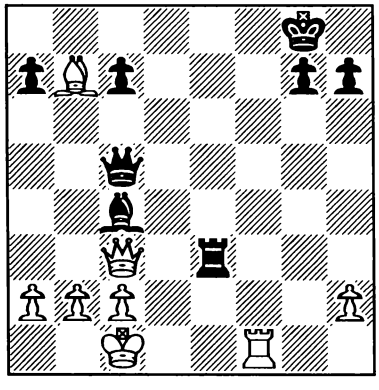


❸



MATERIAL

❹



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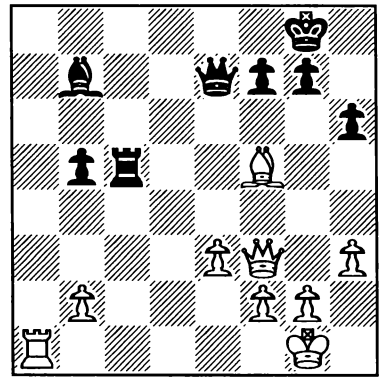

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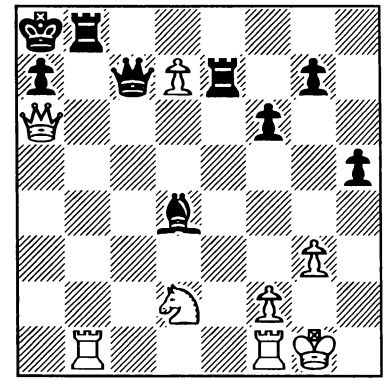
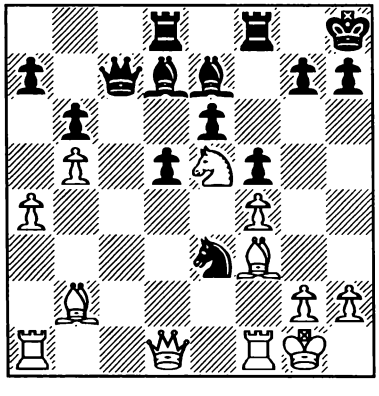


BEST MOVE

❼



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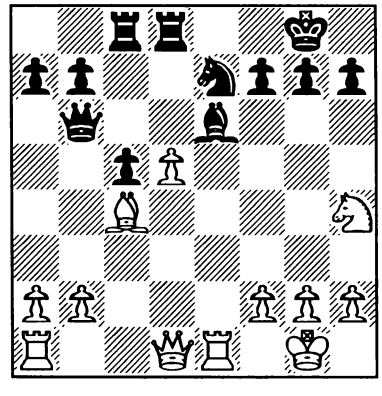

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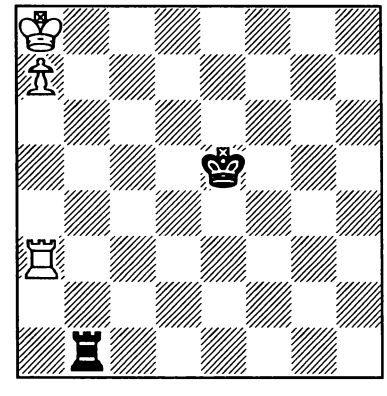
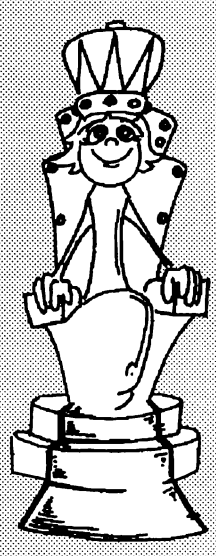
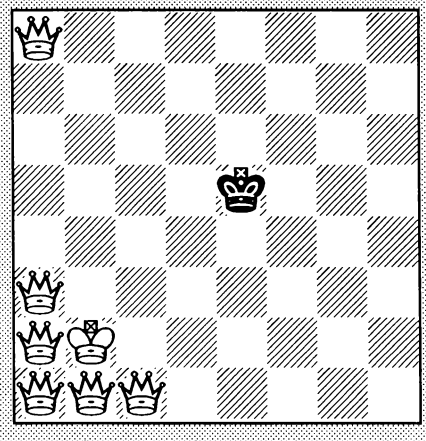


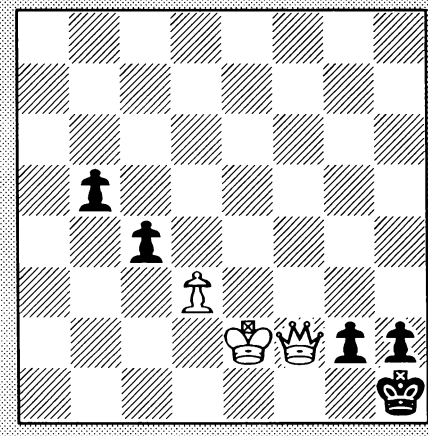
❿ On which two squares can a lone king not be mated by king, queen, and dark squared bishop?

LILY'S PUZZLERS





MATE IN 1



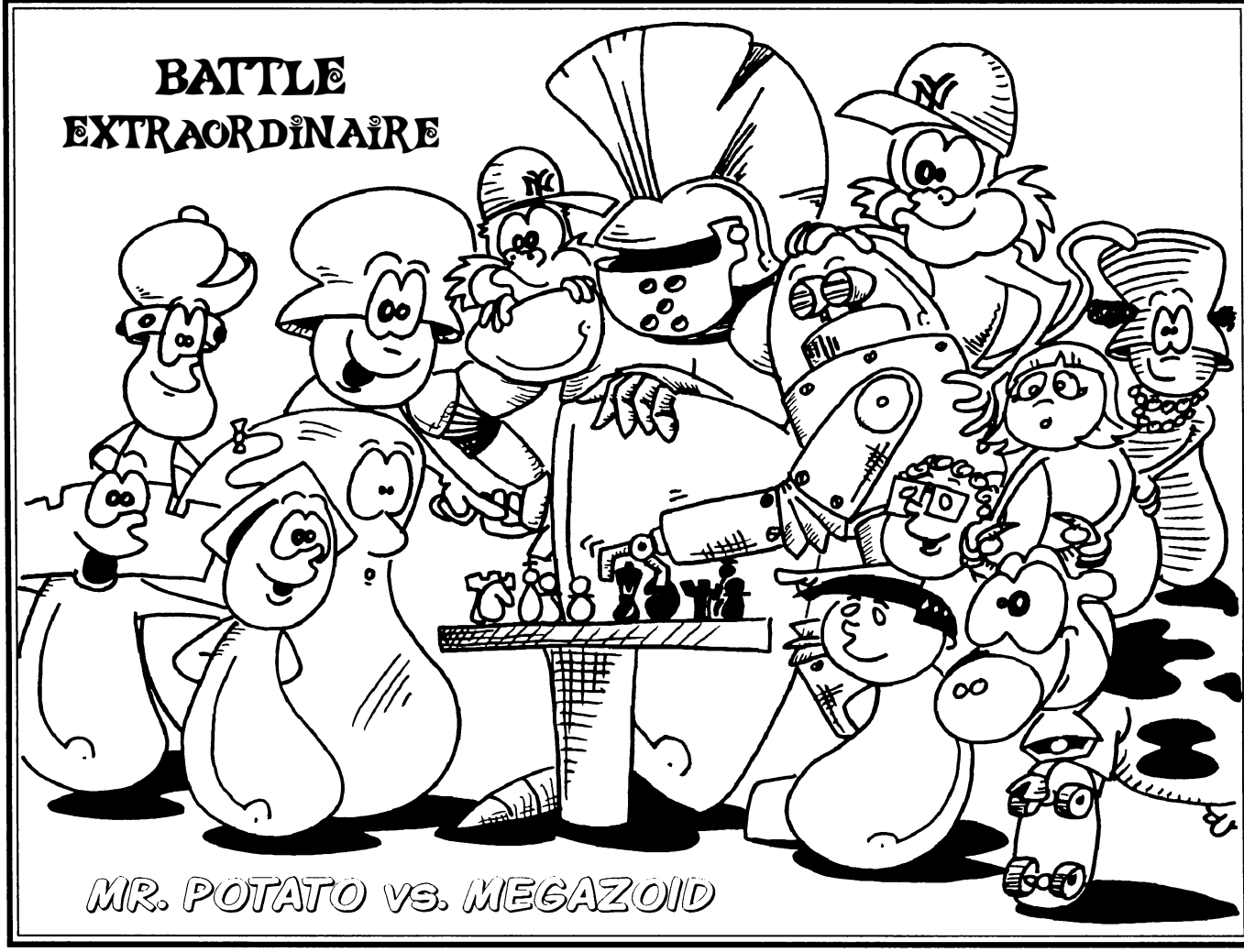
MATE IN 13

yes, thirteen moves!

⓫ WHITE TO MOVE

SOLUTIONS PAGE 239

BATTLE EXTRAORDINAIRE

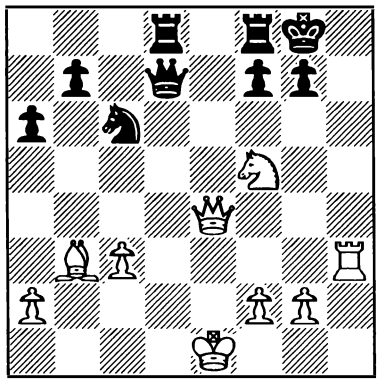


MR. POTATO VS. MEGAZOID

BEST MOVE CONTEST 90

MATE

❶



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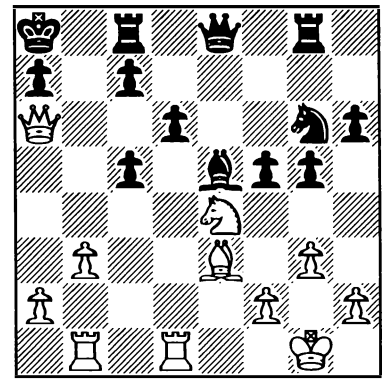

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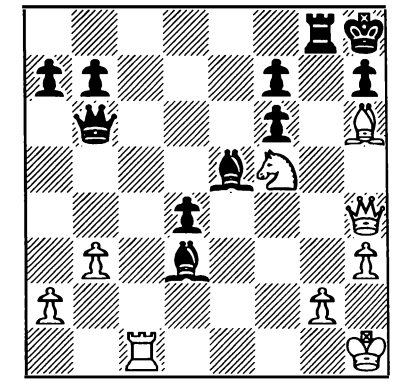
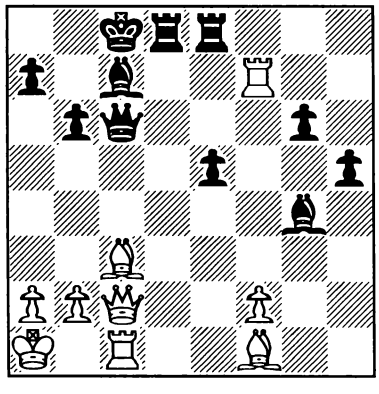


MATERIAL

❹



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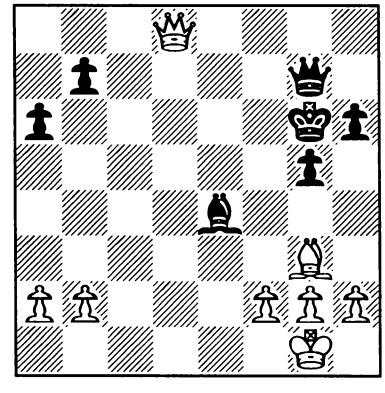

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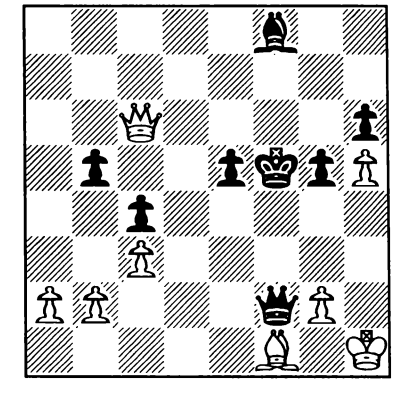
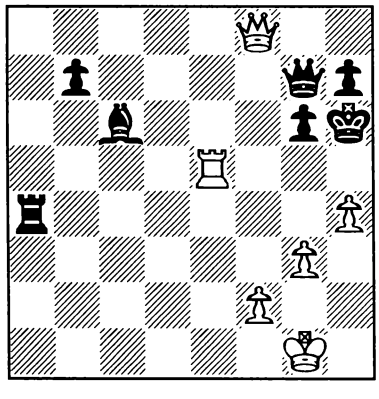


BEST MOVE

❼



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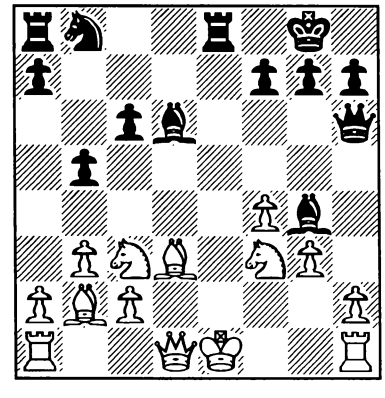

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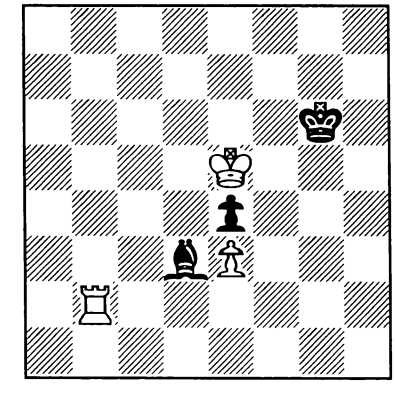
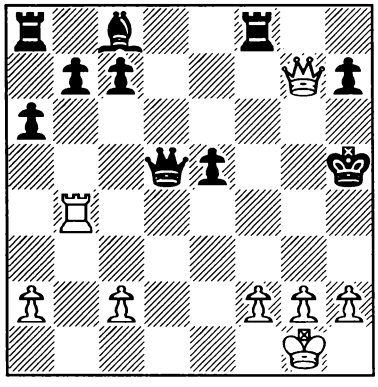


❿ In general, what is the strongest piece in endgames with bishops and knights?

BEST MOVE CONTEST 91

❶



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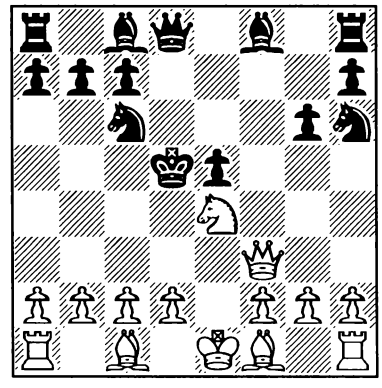

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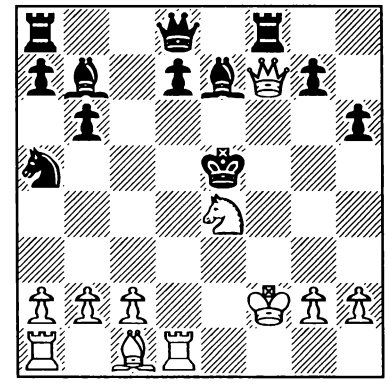
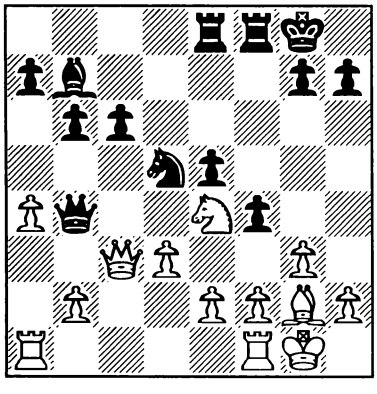


MATE

❹



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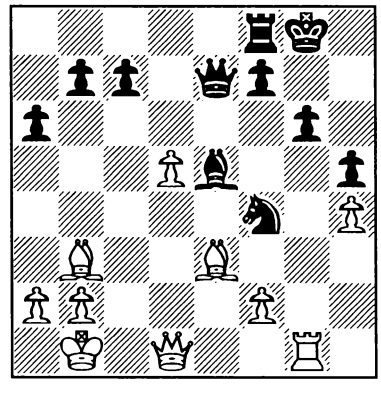

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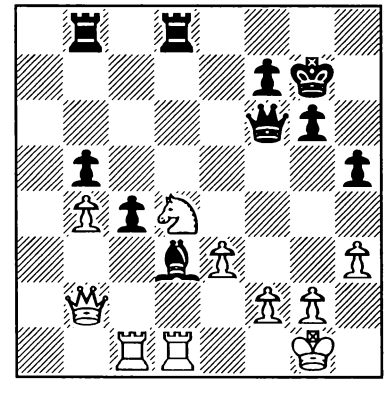
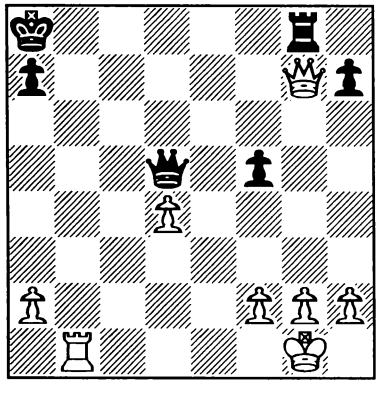


MATERIAL

❼



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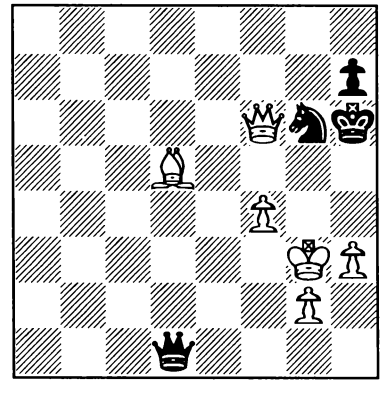

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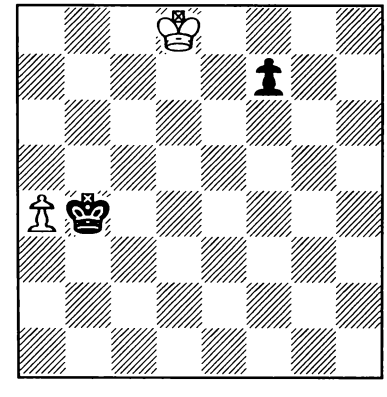


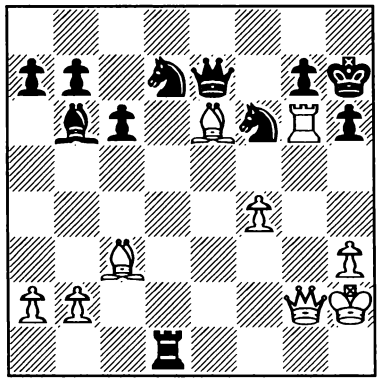
BEST MOVE

❿ Place eight queens on the board so that the least number of squares are attacked.

WHITE TO MOVE ☞ *223*

BEST MOVE CONTEST 92

❶



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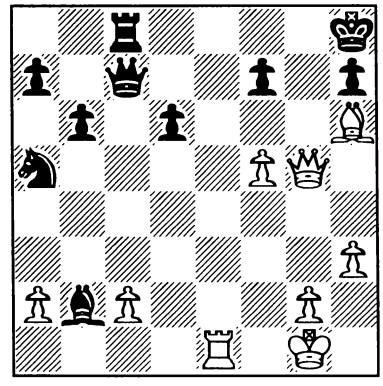

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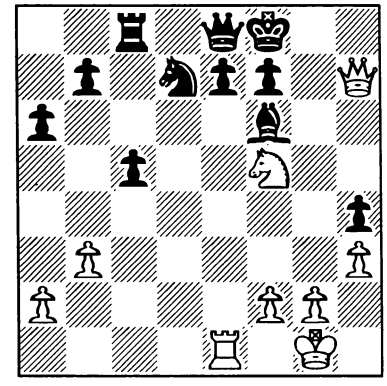
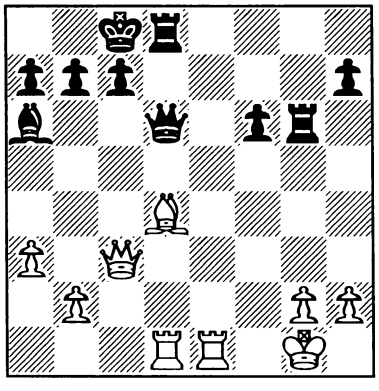


MATE

❹



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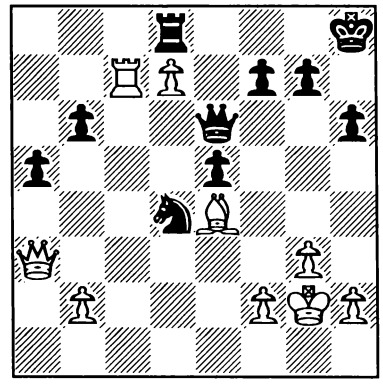

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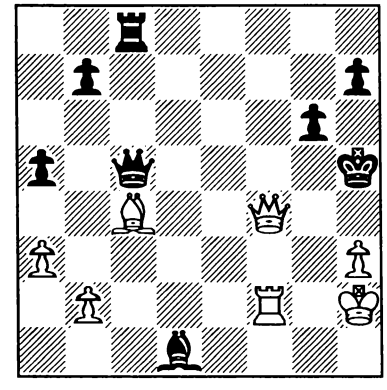
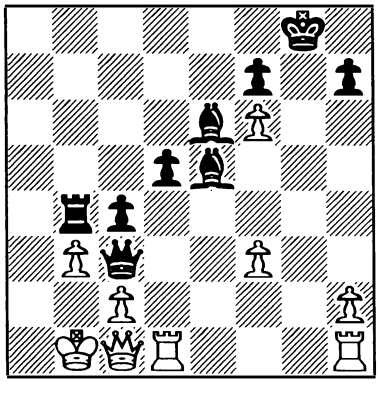


MATERIAL

❼



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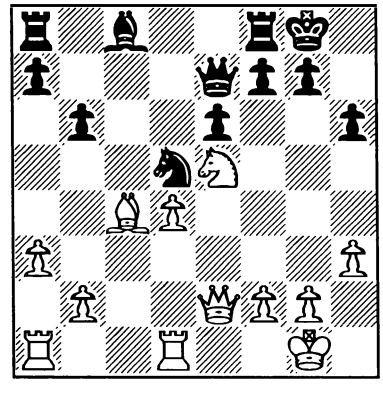

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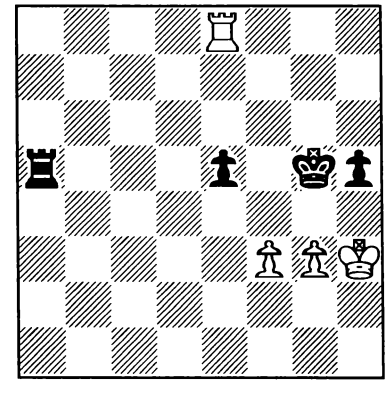
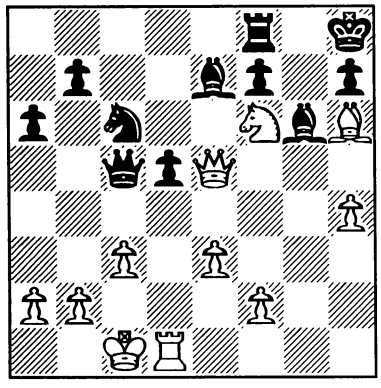


BEST MOVE

❿ Place five queens on the board so that all 64 squares are attacked.

BEST MOVE CONTEST 93

❶



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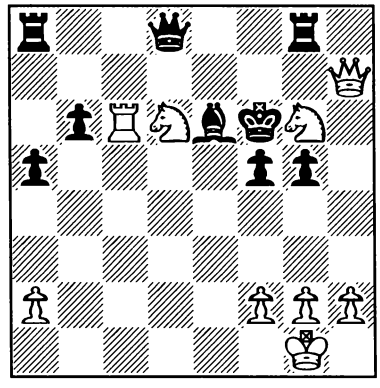

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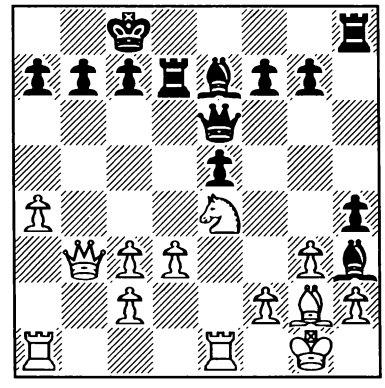
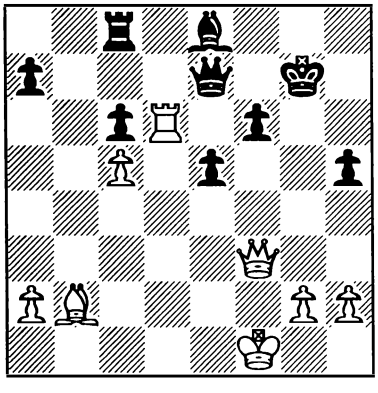


MATE

❹



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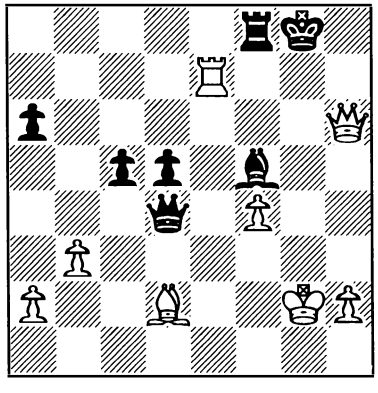

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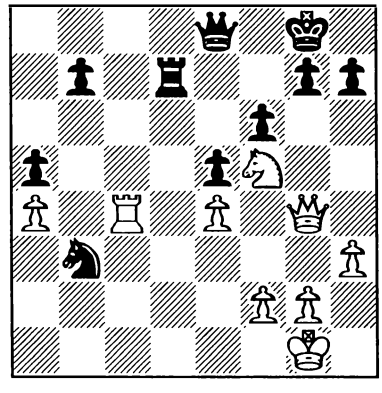

MATERIAL

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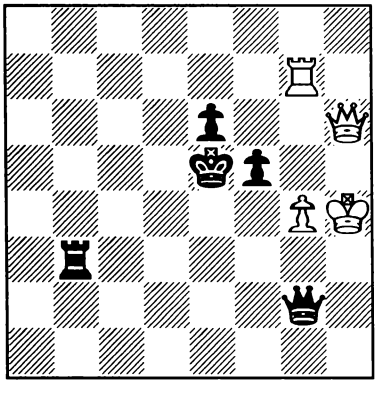

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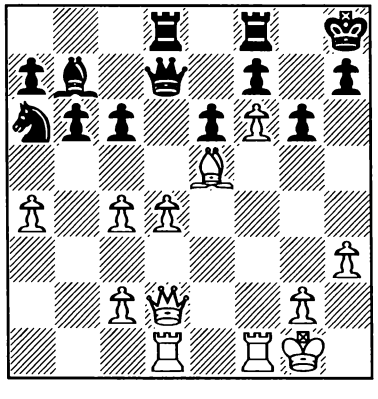

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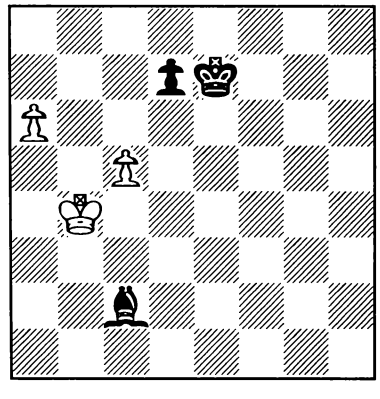


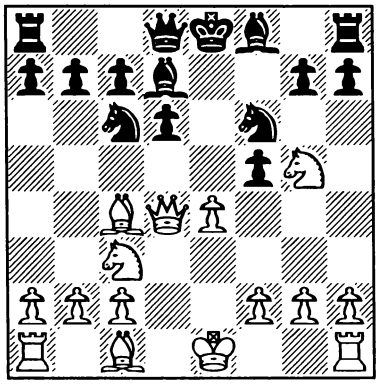
BEST MOVE

❿ Place eight pieces (KQRRBBNN) on the board so that they have the most possible moves.

BEST MOVE CONTEST 94

MATE

❶



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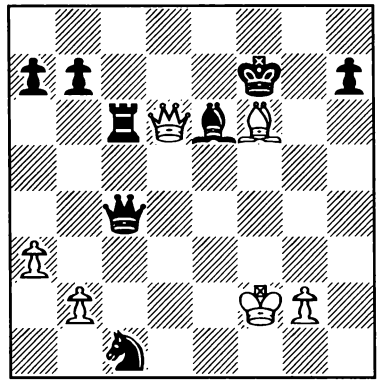

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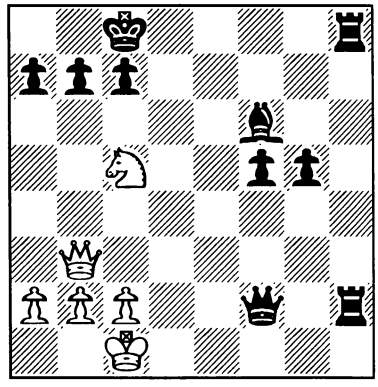
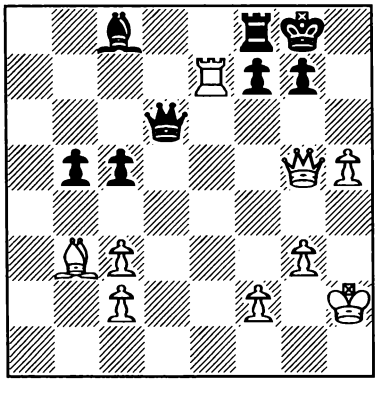


MATERIAL

❹



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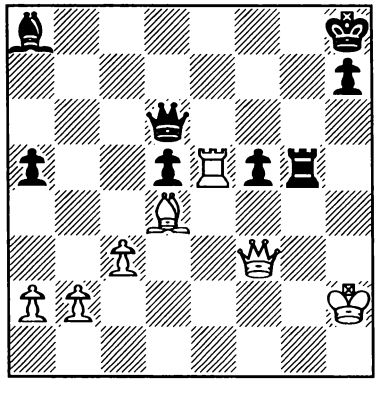

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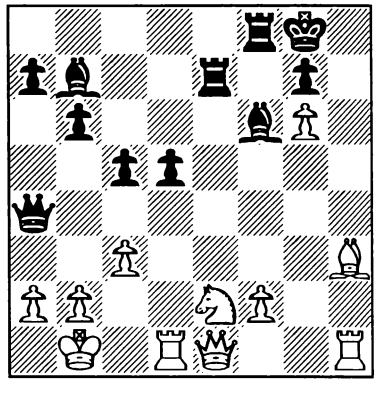
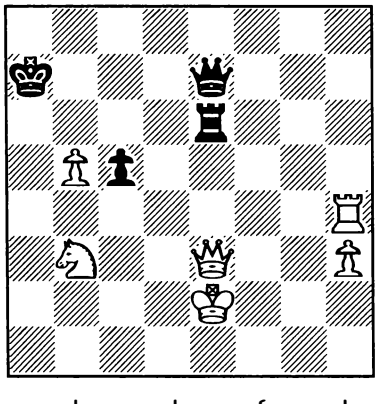


BEST MOVE

❼



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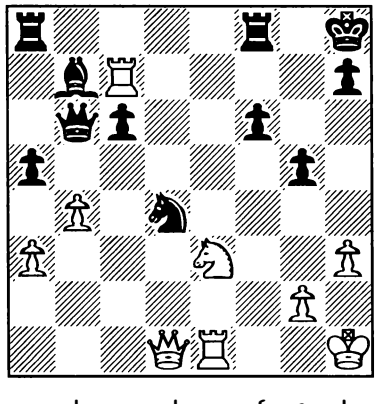

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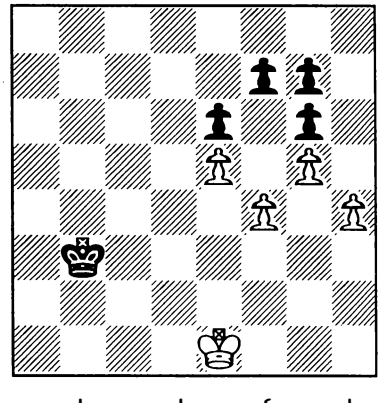
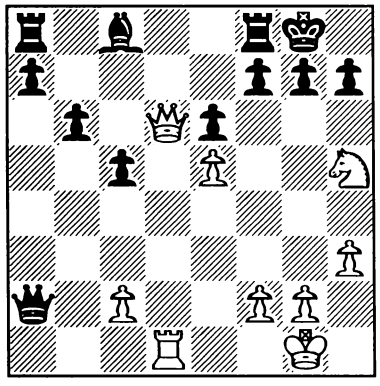


❿ Place eight pieces (KQRRBBNN) on the board so that they have the fewest possible moves.

BEST MOVE CONTEST 95

MATE

❶



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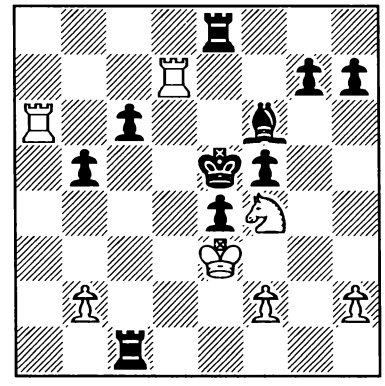

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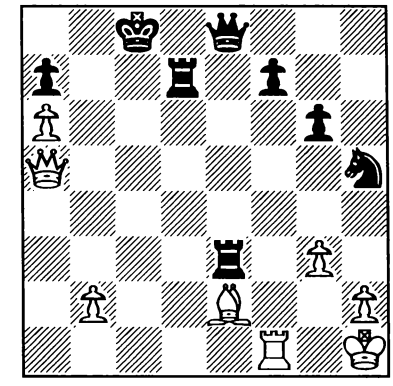
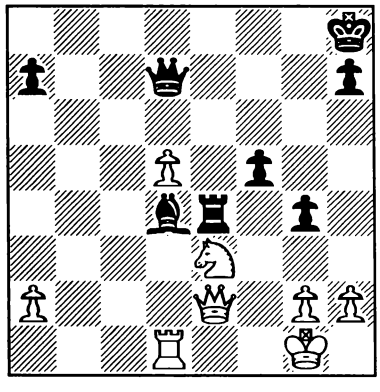
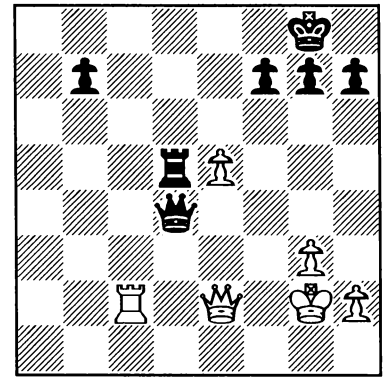


MATERIAL

❹



❺



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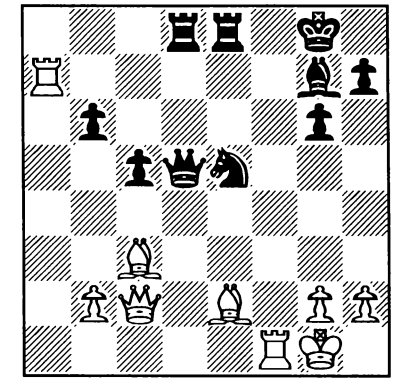
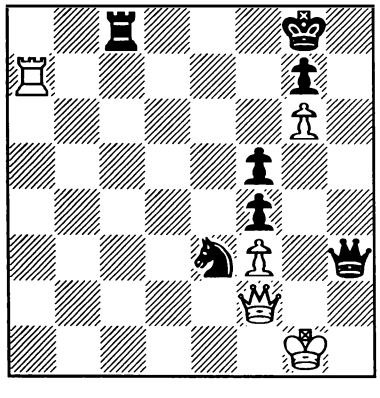
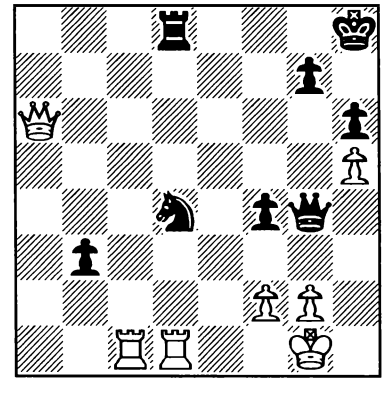


BEST MOVE

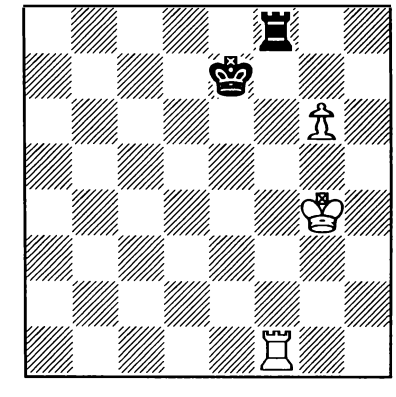
❼



❽



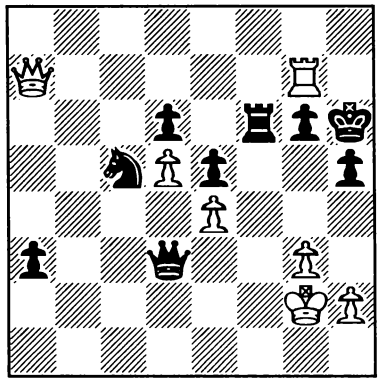
❾



❿ What is the least number of squares that can be attacked by a K, Q, 2 R's, 2 B's, and 2 N's?

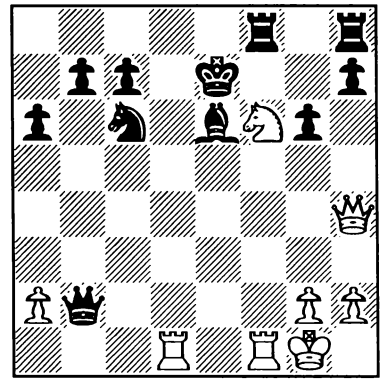
BEST MOVE CONTEST 96

❶

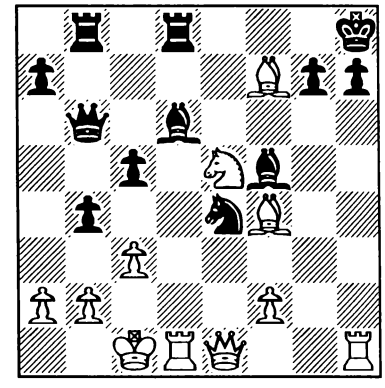


MATE

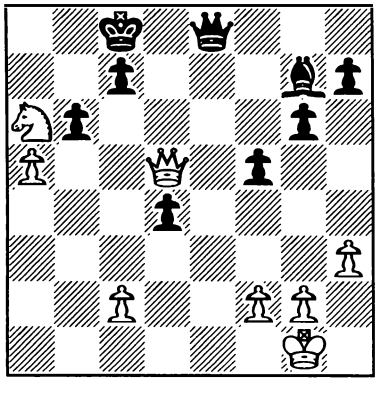
❷



❸

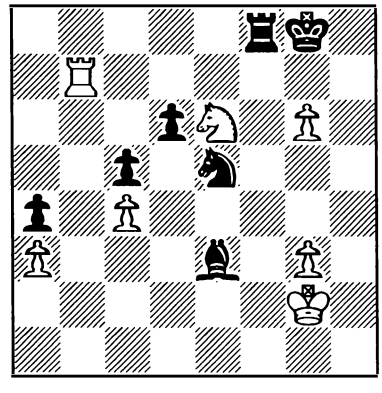


❹



MATERIAL

❺



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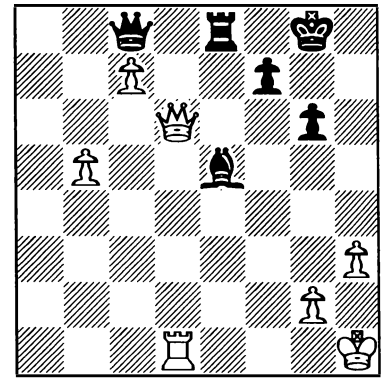

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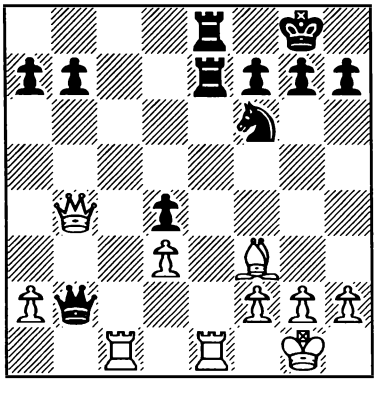
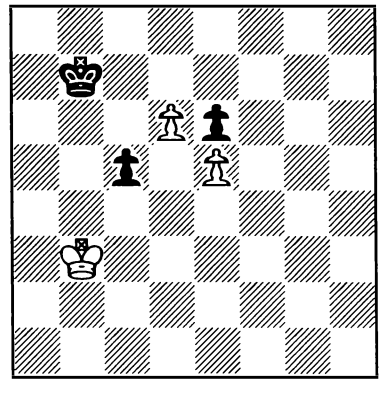


BEST MOVE

❽



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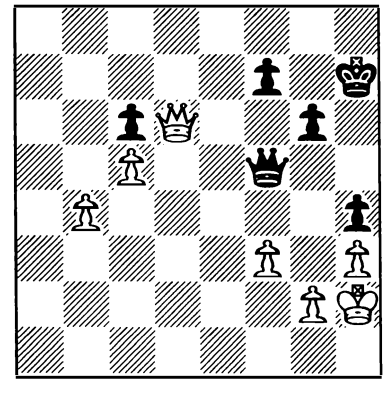
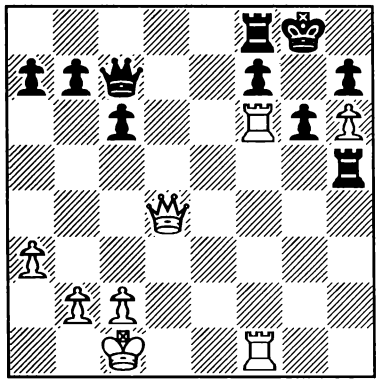


❿ What is the most total squares that can be attacked by a K, Q, 2 R's, 2 B's, and 2 N's?

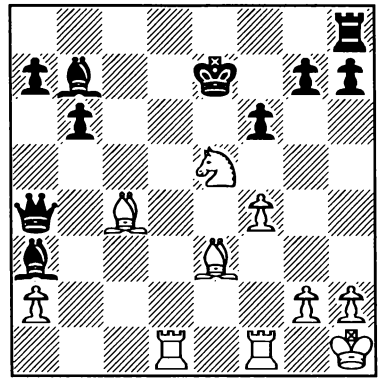
BEST MOVE CONTEST 97

MATE

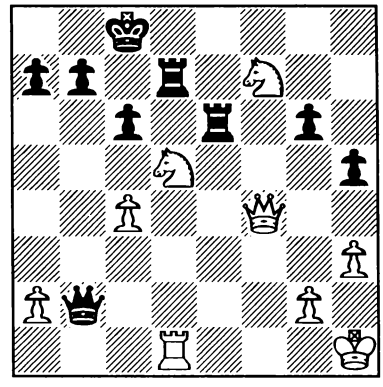
❶



❷

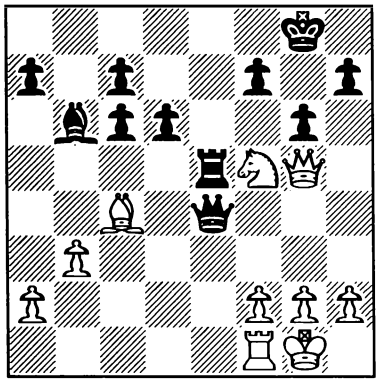


❸

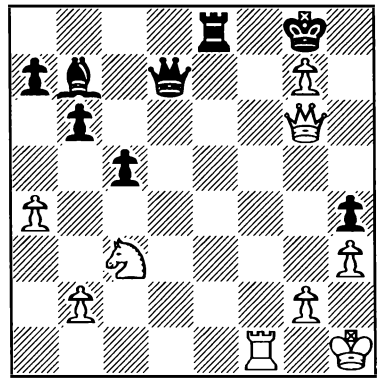


MATERIAL

❹



❺



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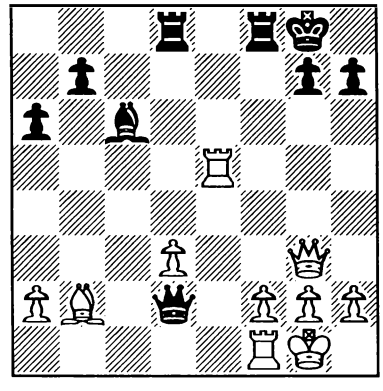
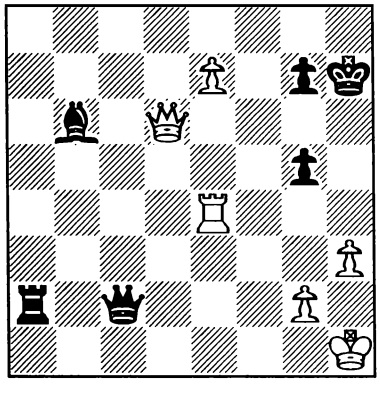


BEST MOVE

❼



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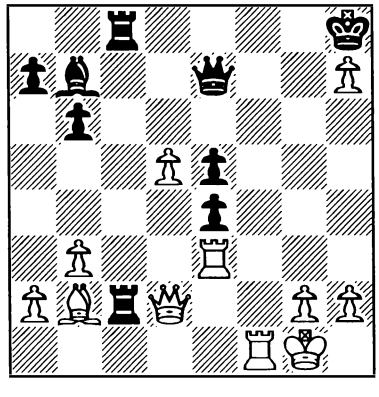
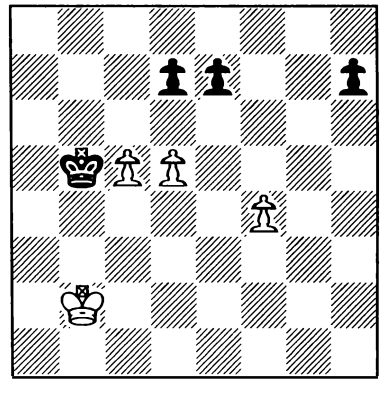


❾

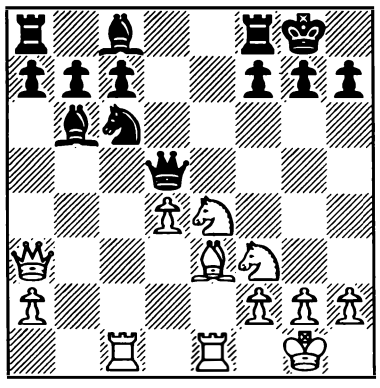


❿ Move a knight from h1 to every square on the board without going to any square twice.

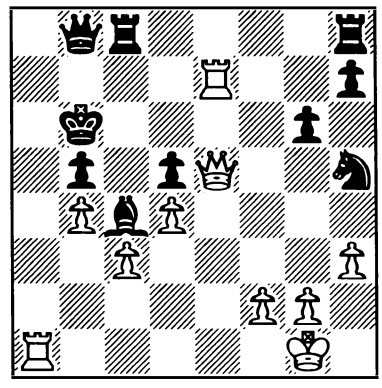
BEST MOVE CONTEST 98

MATE

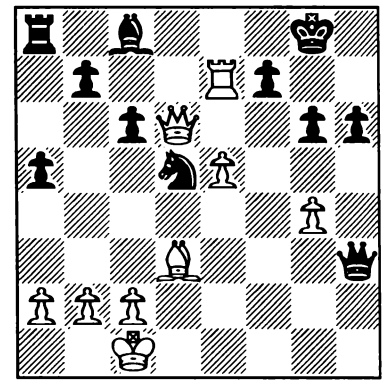
❶



❷

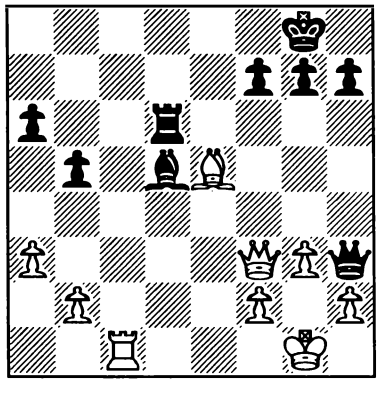


❸



MATERIAL

❹



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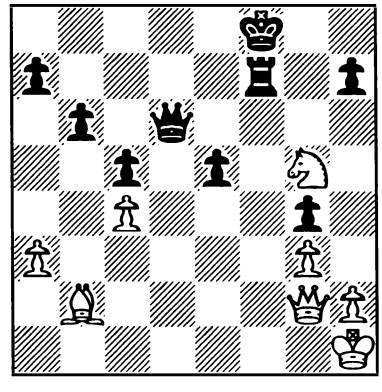

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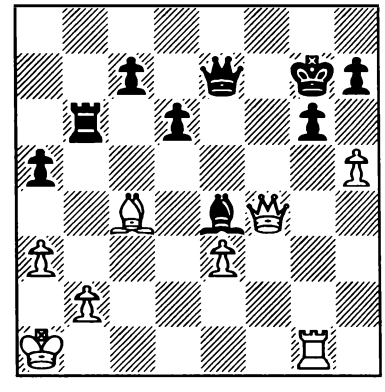
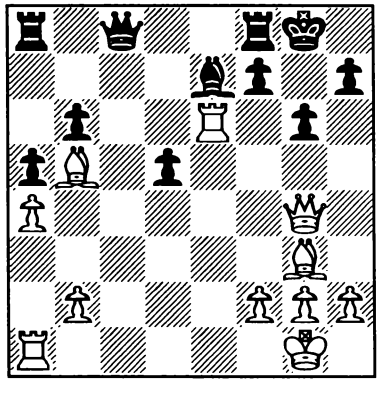


BEST MOVE

❼



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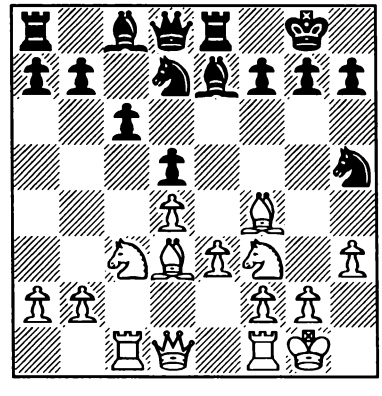
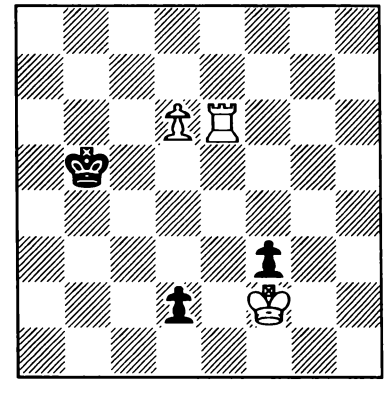


❾

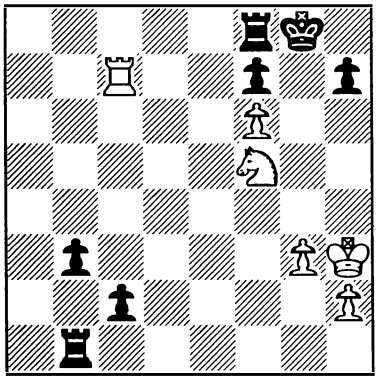


❿ Place eight queens on the board so that none attack each other.

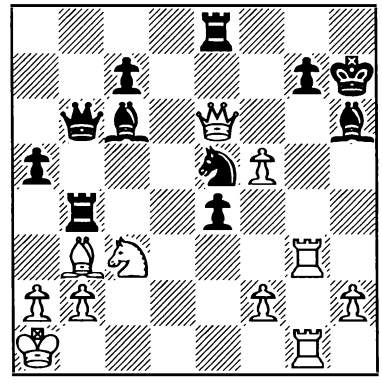
BEST MOVE CONTEST 99

MATE

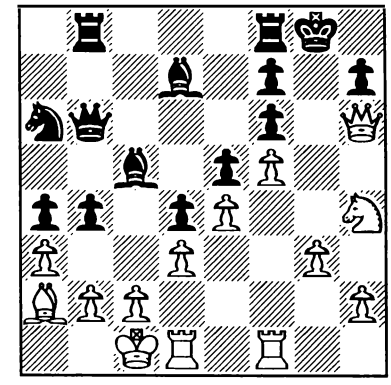
❶



❷

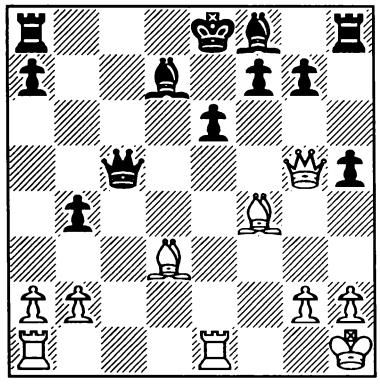


❸



MATERIAL

❹



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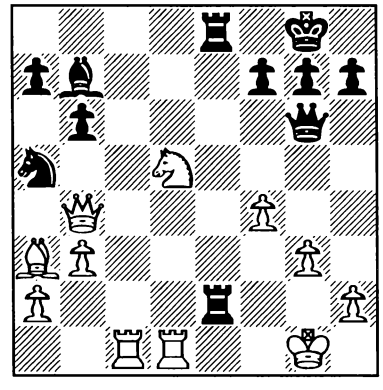

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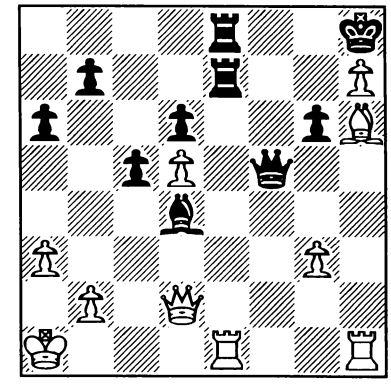
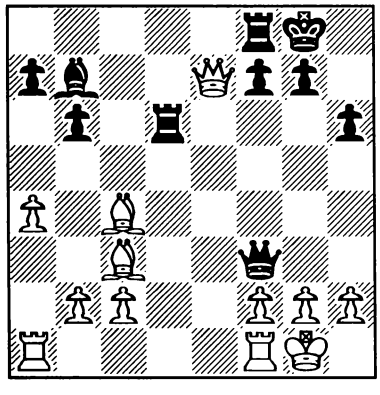


BEST MOVE

❼



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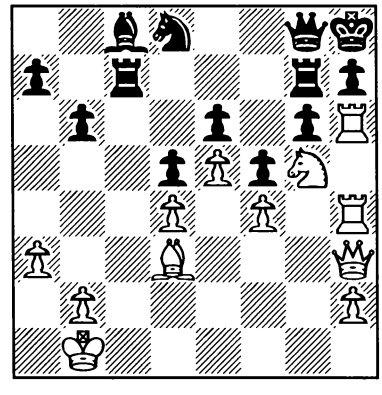

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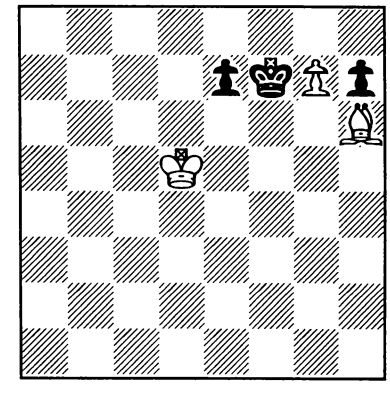
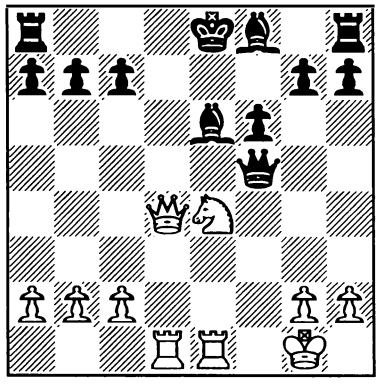


❿ What is the most pieces on the board so that it is impossible for either side to checkmate?

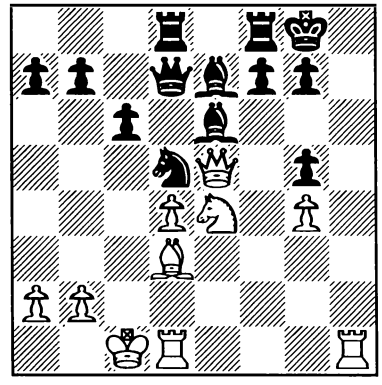
BEST MOVE CONTEST 100

MATE

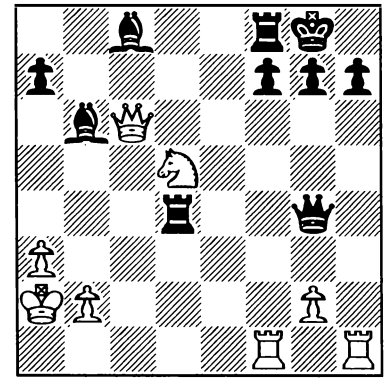
❶



❷

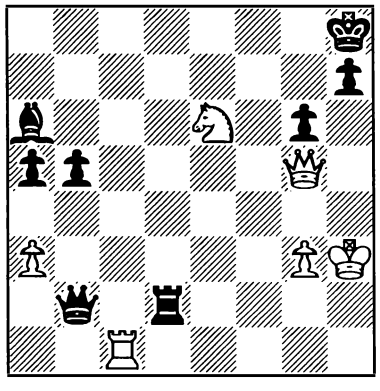


❸



MATERIAL

❹



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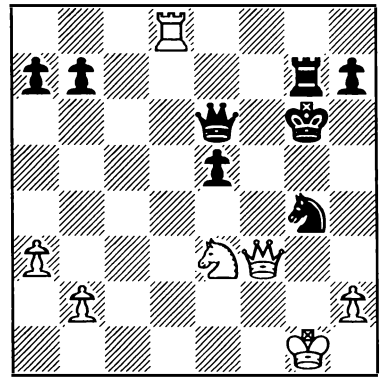

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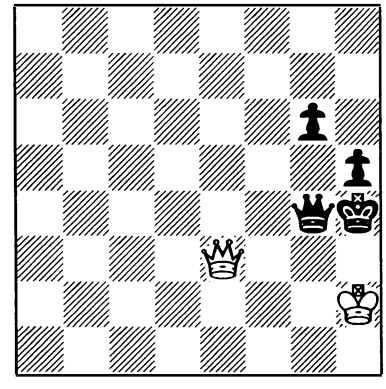
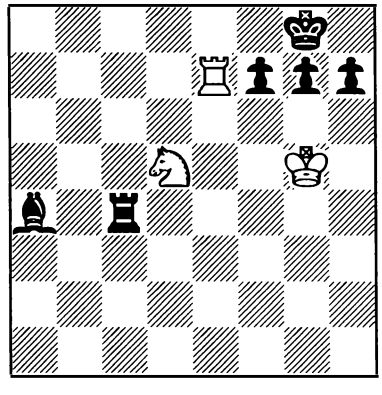


BEST MOVE

❼



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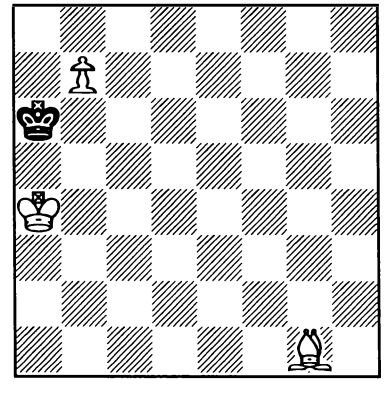

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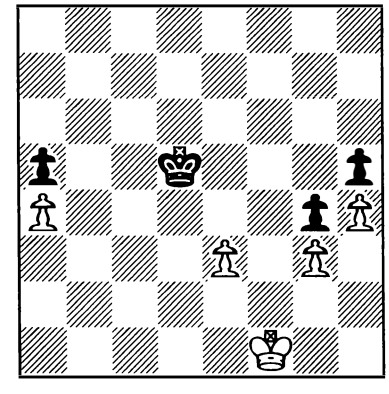
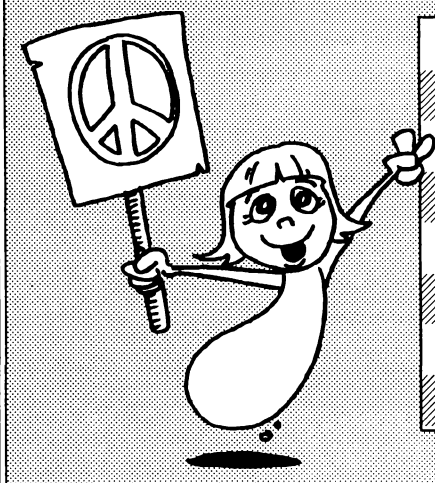
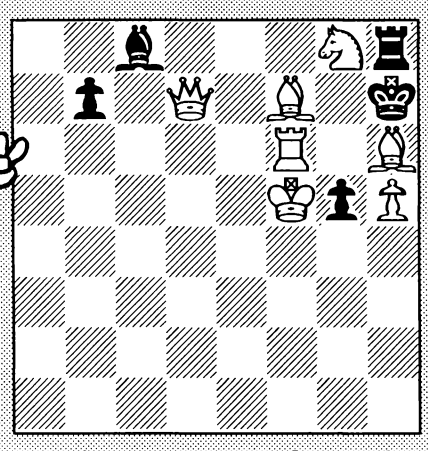


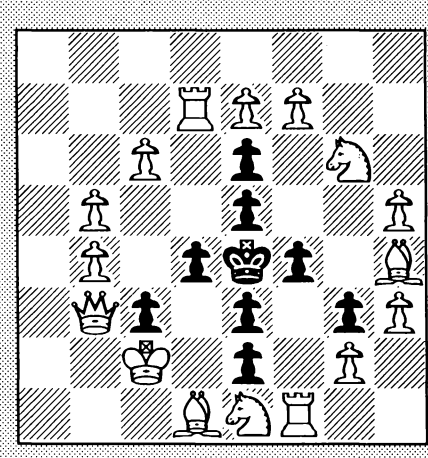
❿ If computers analyze all possible variations from the initial setup to every possible final position, will they find that white has a forced win? Or that black has a forced draw?

LILY'S PUZZLERS



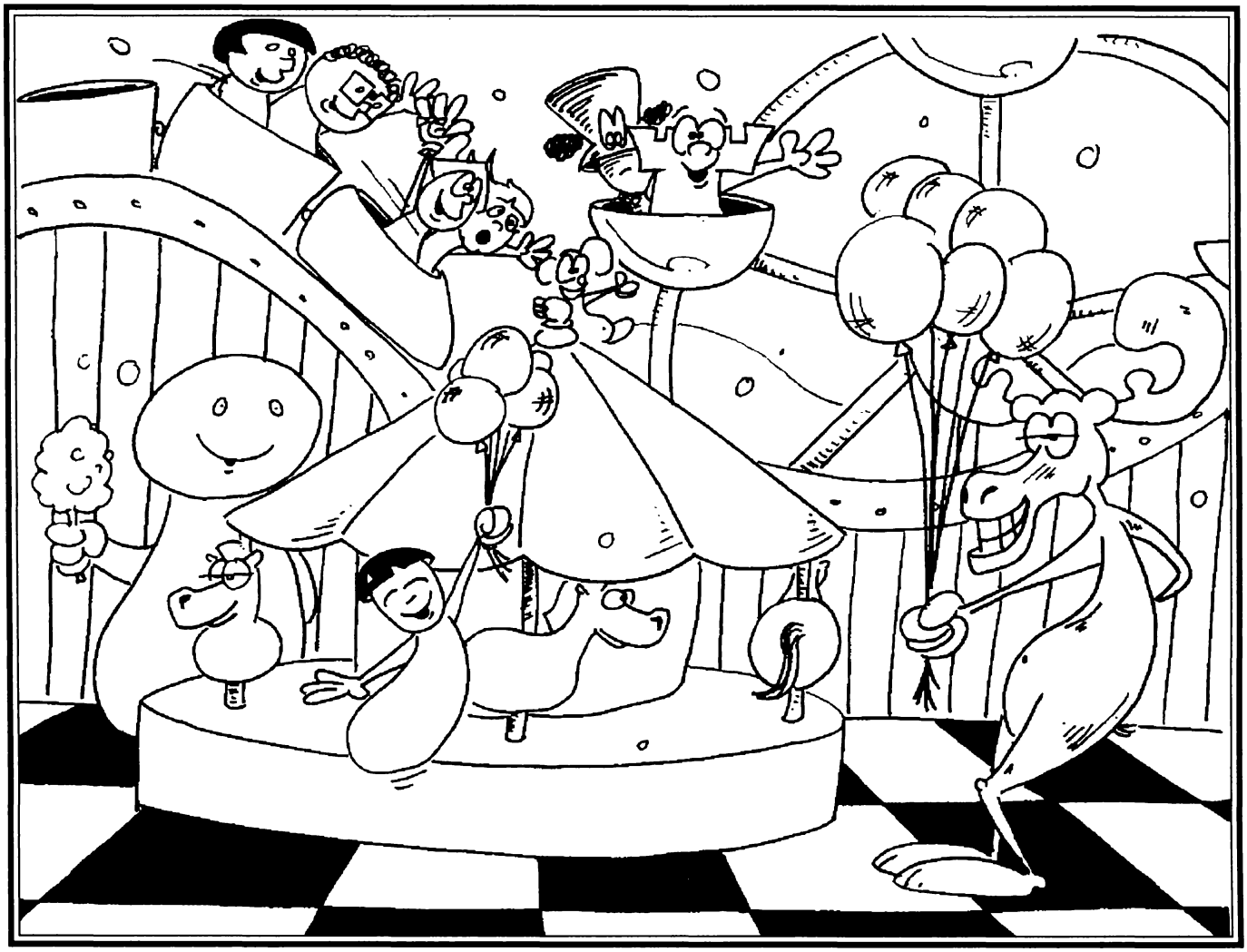


MATE IN 1



MATE IN 2

⑫ *WHITE TO MOVE*
SOLUTIONS PAGE 239



SOLUTIONS

Best Move Contest #1 (*page 11*)

❶ 1.Qe8+ Rxe8 2.Rxe8#
A classic *back rank mate*.

❷ 1.Qd8+ Nxd8 [1...Nb8 2.Qxb8#] 2.Rc8#

❸ 1.Qf7+ Kh8 2.Qf8+ Rxf8 3.Rxf8#

❹ 1.Bxa6 bxa6 [1...Bd8 2.Bc4] 2.Nxc7+ Ke7 3.Nxa8
The black knight on a6 was defending c7. White *removes the guard* and then *forks* the black rook and king. A *fork* is a move which attacks two pieces at the same time.

❺ 1.Rxd6 Rxd6 2.Nf5+ Kf6 3.Nxd6

❻ 1.Nc6+ Kc7 [1...Rxc6 2.Rxd8+] 2.Nxd8
(*1.Nxf7? Rxd1* −+)
(*1.Rxd6? Rxd6 2.Nxf7 Rd2+ 3.Ka3 Rxf2* =)

❼ 1.Qd1 =
Unforking method #1. *Guard both pieces.*
(*1.Kg2? Qxb1* −+)
(*1.Rxb7? Qxf3* −+ *with a winning material advantage. 2.Rxe7? Ra8! 3.Qc1 Rd8!* −+ *planning to win the white queen by 4...Rd1.* [*But not 3...Ra1? 4.Re8+ Bf8 5.Qxa1* +−])

❽ 1.Qxh6
Hard to resist a free queen, but I hope you did! Are you surprised that giving up your own queen is the way to win? I bet you won't be by the end of this book. The moves that win chess games are often surprising!
1...gxh6 [1...Qxd1!? 2.Qxh4 +−] 2.Rxd6 +−
(*1.Qxd6? Nf3+! 2.gxf3* [*2.Kh1 Rxh2#*] *2...Rg3+ 3.Kh1 Bxf3#*)
(*1.Qe2 Qe6 2.f3* ± *Rook vs. knight + pawn*)
(*1.f3 Qd4+! 2.Kh1* [*2.Qxd4 exd4 3.Ne4 Nf5* =] *2...Nf5 3.Ne2 Qxd2 4.Rxd2* ±)
(*1.Nd5? Rg6!* −+ [*2.g3? Nf3+ 3.Kg2 Nxd2*])

❾ 1.Kd5 (1...Ke7 2.Kc6 or 1...Kc7 2.Ke6)
To win with K + P against K, the white king must be ahead of the pawn with the *opposition*. Exception: when the king is on the 6th rank ahead of the pawn, white can win with or without the opposition. *Opposition* is when the kings stand on the same line and there is one empty square between them. We "have the opposition" if it is the opponent's turn to move.
(*1.Ke5? Ke7* =)
(*1.d5? Kd6 = 2.Kd4 Kd7 3.Ke5 Ke7! 4.d6+ Kd7 5.Kd5 Kd8!* [*5...Kc8? 6.Kc6* +−] *6.Kc6 Kc8 7.d7+ Kd8 8.Kd6 stalemate*)

❿ 28

HEY FRIENDS!
IF you don't understand all the signs we use, like ± or −+, then check out page 7.

The symbol Δ before a move means "planning..." or "with the idea..."

Best Move Contest #2 (*page 12*)

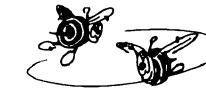
❶ 1.Qe4+ Kf8
[1...Kd8 2.Qe7#] [1...Qe6 delays mate one move.]
2.Qe7+ Kg8 3.Qxg7#

❷ 1.Rxg7+ Kxg7 [1...Kh8 2.Qh6 and 3.Qxh7#]
2.Rg1+ Kh8 3.Qf6#
White sacks a rook to *destroy* the pawn shield in front of the black king and then mates him quickly.

❸ 1.Rxh7+ Kxh7
[1...Kg8 2.Rhxg7+ Kf8 [*2...Kh8 3.Qh5#*] 3.Rdf7#]
2.Qh5+ Kg8 3.Qf7+ Kh8 4.Qxg7#

❹ 1.Nxc6 Qxc6 [1...f6 2.Nd4 or 1...bxc6 2.Bxg7]
2.Bxg7 (Δ 3.Bxh8)
White moves the knight from d4 to *clear* the long diagonal for the bishop on b2. Then the bishop *traps* the black rook.

❺ 1.b4 Bb6 2.c5
Pawns love to trap bees.



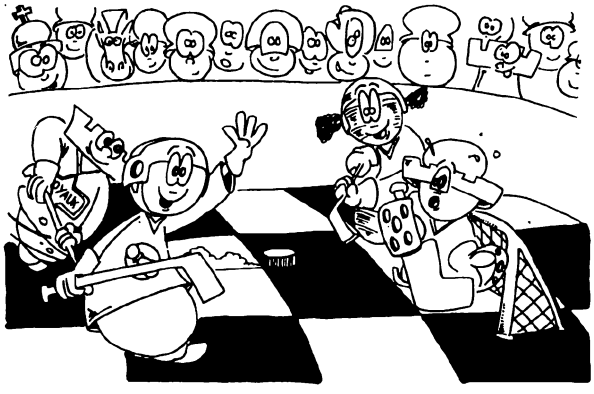
❻ 1.Na4
The white queen has nowhere to run.
[Best is 1...Qxa1 2.Qxa1 Nxe4 with R+2p for Q.]

❼ 1.Nxc3
White must stop checkmate by ...*Qb2#*.
1...Rxc3? 2.Qd4+ Kg8 3.Qxc3 +−
1...Qc5!? 2.hxg6! h5! [2...Qxc3 3.Qh6+ Kf6 4.g7+ Kg5 5.Rh5#] 3.gxf7 Rxf7 4.Rhg1+ Kf8 5.Qg3! Nf6 6.Qg6! Ng4!? [6...Qxc3 7.Qh6+] 7.fxg4 Qxc3 8.gxh5 +−
(*1.h6+? Kg8 2.Nxc3 Qc5!* −+ [*or 2...Rxc3 3.Qd4 Rxb3+! 4.cxb3 Qxb3+* ∓])

❽ 1.Qxd8+ Rxd8 2.Bxf6 gxf6 3.Nc3 ±
White ruins the black pawn structure. The f-pawns are *isolated* and *doubled*. They are weak because they can no longer defend themselves and must depend on the other pieces to protect them. This makes them good targets for the white pieces.
3...Rg8 [3...Bd6 4.0-0-0 ±] 4.g3 Be7 5.Ke2! ±
(*1.Nc3* [*or 1.0-0*] *1...Be7* =)
(*1.Qf3? Qa5+ 2.Nc3 Qxg5* −+)
(*1.Qb3?! Qa5+ 2.Nc3 Qxg5 3.Qxb7 Rd8 4.Qxc6+ Nd7 5.Nd5!? Be7* [*5...Qxg2? 6.Nc7+ Ke7 7.Qxg2* +−] *6.Rd1* [*6.Nc7+ Kf8* ∓] *6...Qg6* [*6...0-0? 7.f4!* +−] *7.Nxe7* [*7.Qb7 Bd6 8.0-0* ∓] *7...Kxe7 8.Qb7 Qb6 9.Qe4+ Kf8* ∓)

❾ 1.Rd5+ Kf4 2.Ra5
Rooks belong behind passed pawns.
(*1.Kb7? Kf4 2.a8=Q Rxa8 3.Kxa8 g3* =)

❿ yes (called a "cross check")



Best Move Contest #3 (*page 13*)

❶ 1.Nf6+ Kf8 [1...Kd8 2.Re8#] 2.Re8#
The power of *double check*: the only way out is to move the king.

❷ 1.Rg8+ Kxg8 2.Rg1#
Pillsbury mate (named for the American grandmaster Harry Pillsbury).

❸ 1.Rxg7+ Kh8 2.Rg8#

❹ 1.Qxd6+ Rxd6 2.Bf4
After the trade of queens, the white bishop *pins* the rook on d6 against the black king. White will win "the exchange" (R for B).
Because they are not free to move, pinned pieces are excellent targets for attack. In this example, with accurate play, white can win more than just "the ex".
2...Rcd8 3.Re6 Ne8 [3...Kc7 4.Rc1+] 4.Rxe8 Rxe8 5.Bxd6+
2...Ne8 3.Rxe8 Rxe8 4.Bxd6+
2...Rcc6 3.Re6 Kc7 4.d5!
2...Kc7 3.Rc3+ Kd7 4.Rxc8

❺ 1.Rxb6 axb6 [1...Kh8 2.Rb2] 2.Bc4

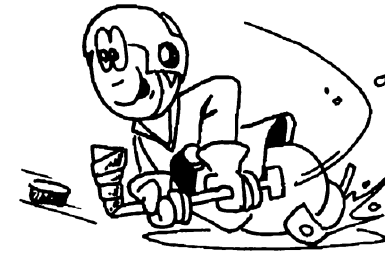
❻ 1.Rxd6 cxd6 2.Rg3

❼ 1.Ng3 a3 2.Nf5+
The white knight gains a *tempo* with check. Now white can stop the black pawn and draw. 2...Kd7 3.Ne3 a2 4.Nc2 =
(*1.Nf2? a3* −+)

❽ 1.Qe2 ±
White double pins the bishop at e7 and prevents black from castling. Now white can develop pieces while black suffers with a king stuck in the middle.
1...0-0? 2.Qxe7 Re8 3.Qxd8 +−
1...d5 2.Bg5 ± [2.b3!? ± planning Ba3 or Bb2]
1...Qd7 2.Bd2 ± Black can never castle as long as white keeps the pin on the e-file.
[But white must play carefully! 2.Nc3? 0-0! = 3.Qxe7? Rfe8 4.Qxe8+ (*4.Qxd7 Rxe1#*) 4...Rxe8 ∓]
1...Nd7!?
2.Bg5 f6 [2...Ne5? 3.Bxe7 Qxe7 4.d4 Ng6 5.Qd2! +−] 3.Bd2 Ne5 4.d4 Ng6 ±
2.Qe4! d5 [2...Ne5? 3.d4 Ng6 4.Qxc6+ +−] 3.Qa4 c5 4.Qc6 [4.Bg5!? f6 5.Nc3! +−] 4...d4 5.Bg5 f6 6.Bf4 Rc8 [6...0-0? 7.Bxc7 +−] 7.Na3 0-0 8.Nb5 +−
(*1.Nc3* [*or 1.Bg5*] *1...0-0* ± *White has the better bishop, black has doubled c-pawns.*)

❾ 1.Qg3+ Qxg3+ 2.Kxg3
The simplest endings to win are pawn endings. Queen endgames can be very difficult to win because the defender often draws by *perpetual check.*

❿ yes
white: Kg6 Qd1 black: Ke8 Ra6 Nc6
1.Qe2+ Ne7++



Best Move Contest #4 (*page 14*)

❶ 1.Ne7+ Kh8 [or 1...Kh7] 2.Qh4#
The ever popular *side file mate*, or as Kiril likes to call it, a *sci-fi mate!*

❷ 1.Qxh7+ Kxh7 2.Rh3#

❸ 1.Qg6 hxg5 [1...Ne5 2.Qh7#] 2.Qh5#

❹ 1.Qe1
Forking the bishop on e6 and rook on h4.
(*1.Qf6? Re4* = [or 1...Rf7 2.Qa1 =])

❺ 1.e5 Nd7 [1...Rd8 2.exf6 or 1...Ng4 2.Qd5+] 2.Qd5+ Kf8 3.Qxa8+

❻ 1.Bxc6+ Qxc6 2.Qxe5+ Qe6 3.Qxh8+

❼ 1.Rc2
Unpinning method #1. *Pin the pinner.*
Now black cannot take the pinned queen.
1...Rhg8? 2.Rxc5+! Nxc5 3.Qxc5+ Kd7
4.Rd1+ Ke8 5.Rxd8+ Kxd8 6.Qc7+ Ke8
7.Qc8+ Ke7 8.Qxg8 +–
1...b6 2.b4! e5 3.Qf2! +–
[3...e4 4.bxc5 exf3 5.cxb6+ Kb7
6.Qxf3+ Kxb6 7.Rb1+ Ka6 8.Qa3#]
(*1.Rc1? Qxc1+* –+)

❽ 1.Rc1 ±
Rooks need open files to show their power. There is only one open file in this position and whoever takes charge of it will have the advantage. White now plans *Rc7* and *Ne5*.
(*1.Ne5? Rc8!* ∓ *The white knight stands well on e5 but black controls the c-file.*)
(*1.h3?* [*or 1.Nh4?*] *1...Rc8! 2.Ne5 Rc2* ∓)

❾ 1.Kd6 (1...Kc8 2.Ke7 or 1...Ke8 2.Kc7)
Using the opposition to force the advance of the white king to the 7th rank.

❿ queen, bishop, king, pawn

Best Move Contest #5 (*page 15*)

❶ 1.Bc4+ Qxc4 [1...Kh8 2.Qxf8#] [1...Rf7 2.Qe8#] 2.Qxg7#
White *deflects* the black queen from its protection of g7.

❷ 1.Qd7+ Qxd7 2.Re5#
(*1.Re5+? Qxe5 2.fxe5* ∓)

❸ 1.Rd8+
1...Qxd8 2.Qxc3+ Qd4+ 3.Qxd4#
1...Kg7 2.Rg8+! Qxg8 3.Qxc3+ Kf8
4.Qf6+ Ke8 [4...Qf7 5.Qxf7#] 5.Ba4#

❹ 1.Bxf6
A common trap. White *removes the guard* and wins the bishop on g4.
1...Qxf6 2.Qxg4
1...Qd7!? 2.f3!
1...Bxd1 2.Bxd8 Rxd8 [2...Bxc2 3.Bxc7]
3.Rxd1

❺ 1.Rxc4 Rxc4 [1...Qxd4 2.Rcxd4] 2.Qxb6

❻ 1.Rb7+
1...Ke6 [or 1...Ke8 or 1...Kd8]
2.Rxe7+ Kxe7 3.Qxc6
1...Kc8 2.Qa8#

❼ 1.Qxg7+ Kxg7 ½-½ stalemate
"Better half an egg than an empty shell." Dutch proverb.

❽ 1.Qc8+ Kh7 2.Qf5+
White is up the exchange and a pawn, and forces a queen trade. Trading down to an endgame is the *safe and sure* way to win when you have more material. Staying in the middlegame gives the opponent more chances to get *counterplay* or to make things *complicated*. Simplification is the smart plan. In this example, after the queen exchange, white's a-pawn is unstoppable.
2...g6 3.Qxf4 Nxf4 4.Ra1! Rb7 5.a6 Ra7
6.Rfb1 Ne2+ 7.Kf2 Nd4 8.Rb7 Nc6
9.Rxa7 Nxa7 10.Rb1 Kg7 11.Rb7 +–
2...Qxf5 3.exf5
3...Rb5 4.a6 Rxf5 5.a7 Ra5 6.Ra1+–
3...Ra2 4.Ra1+–
3...Nf4 4.Ra1
4...Rb7 5.a6 Ra7 6.Rfb1 +–
4...Nh3+ 5.Kh1 Nf2+ 6.Rxf2! Rxf2 7.a6 +–
(*1.Re2? This move defends against the threat on h2, but drops a pawn. 1...Qg5+ 2.Kh1 Rxe2 3.Qxe2 Qxa5 4.f4* ± *White still has the advantage but the game is a long way from over.*)
(*1.Qc8+ Kh7 2.Qh3?! Qg5+ 3.Kh1 Qxa5* ±)
(*1.Rf2? Rxf2 2.Kxf2 Qxh2+ 3.Ke3 Qf4+ 4.Kd3* [*4.Kf2 Qg3+ 5.Ke2 Nf4+ =*] *4...Qxf3+* ∞)

❾ 1.Rc4+ Rxc4 2.a8=Q
The ending Q versus R is a win, but it can be tricky, especially against a computer.

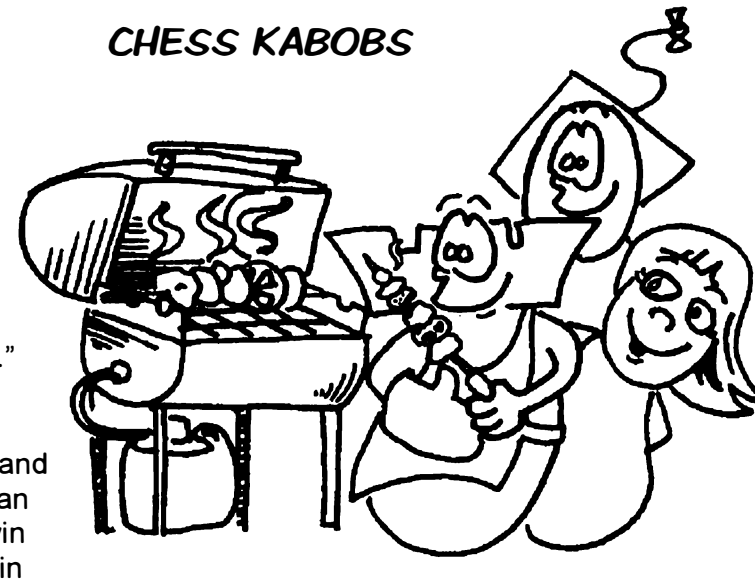
❿ 26

Best Move Contest #6 (*page 16*)

❶ 1.f6 g6 [1...Bxf3 2.Qxg7#] 2.Qh6 [Δ 3.Qg7#]
Lolli mate, named after an Italian master of the 18th century.

❷ 1.h6+ Kg8 [or 1...Kh8] 2.Qf6 [Δ 3.Qg7#]
(*1.hxg6? f6!* –+)

❸ 1.Re8+ Rxe8 2.Qh6 [Δ 3.Qg7#]
(*1.Rh3? Ne7* –+ [*or 1...Rd6* –+])
(*1.Rb3? Nb4* –+ [*or 1...Qc5 2.Qh6 Qf8* –+])



❹ 1.Ba3
An *x-ray attack* on the black knight at e7. The white bishop "looks through" the queen on d6. This tactic is also called a *skewer*.
1...Qd7 [1...Qe5] 2.Nxe7+ [2.Bxe7?! Bxd5 ±]
2...Rxe7 3.Bxe7 [or 3.Bxc6 bxc6 4.Bxe7]
1...Qe6 2.Nxc7 [or 2.Nxe7+ Rxe7 3.Bxe7]
(*1.Bf4?! Be5* ±) (*1.Rfd1?! Bxd5* ±)
(*1.Nxe7+? Qxe7!* = [*1...Rxe7? 2.Ba3* +–])

❺ 1.Ra6+ Kc7 [1...Ke7 2.Rb7+ Kf8 3.Ra8#]
2.Ra7+ [2.Rxf6? h3 ∓] 2...Kc6 3.Rxg7
(*1.Rb6+? Kc7!* =)
(*1.Rbb5? Ke6! 2.Rxd5 h3* ∓)

❻ 1.Rxc6 bxc6 2.Rb8+ Ke7 3.Rxh8

❼ 1.Bxe5 Rxd1 2.Bxf6+ Kg8 3.Bxe7 ±
With B + 2 p against R, white can try to win but black should be able to draw.
(*1.Bc5? Rxd1 2.Bxe7 Kg7* –+)

❽ 1.c3 =
Guarding the bishop on a4 with the queen.
(*1.Nbd2?* [*or 1.Qd2?*] *1...Qxa4* –+)
(*1.Nc3? This loses in two different ways.*
1...Bb4 2.Bb3 [*2.Qd2? Bxc3 3.Qxc3 Qxa4* –+]
2...Bxc3+ 3.bxc3 Qxc3+ 4.Nd2 ∓
1...Ne4 2.Bb3 Nxc3 3.Qd2 [*3.bxc3 Qxc3+* ∓]
3...Bb4! 4.a3 Na6! [*4...Ne4? 5.Qxb4*]
5.0-0 [*5.axb4? Qxa1+ or 5.bxc3? Bxc3 or 5.Rc1? Ne4! 6.axb4 Nxb4 7.Qd1 Nd3+! 8.Ke2 Ndxf2* –+] *5...Ne4 6.axb4 Qxa1! 7.Rxa1 Nxd2 8.Nxd2 Nxb4* –+)

❾ 1.Be3 (1...Bxe3 2.f8=Q)
Black would draw if there were more squares on the defensive diagonal. For example, if *1...Bi5!?* were possible.
(*1.f8=Q? Bxf8* =) (*1.Bf8 Be3 2.Bg7 Bc5*)
(*1.Kh7 Ke6 2.Kg8 Kf5 repeats.*)
(*1.Bd4 Kg6 stops 2.Bg7, but white can still win with 2.Be3.*)

❿ queen, knight, king

Best Move Contest #7 (*page 17*)

❶ 1.Qxd8+ Nxd8 2.Rf8#

❷ 1.Qxe8+ Rxe8 2.Rxe8#

❸ 1.Qc8+ Rxc8 [1...Bxc8 2.Rd8#] 2.Rxc8+ Bxc8 3.Rd8#

❹ 1.Bxb5+ axb5 [1...Qd7 2.Bxd7+] 2.Rxd4
A *discovered attack* takes the black queen by surprise.

❺ 1.Nb6+ axb6 [or 1...cxb6] 2.Qxd5

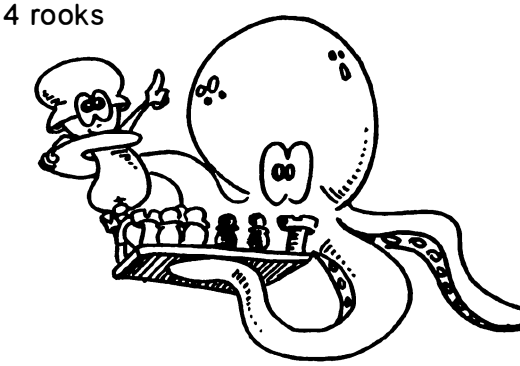
❻ 1.Nf6+ Qxf6 2.Qxd6

❼ 1.Bg4+ Kb8 2.Bh3 +– [2...Nf4 3.Ra3!]
White closes the h-file to stop mate.
(*1.bxc6? Qh1#*) (*1.g3? Qh2+ 2.Kf1 Qxf2#*)
(*1.Kf1? Qh1+ 2.Ke2 Nf4#*)

❽ 1.Nd5 The pin on a knight at f6 by a bishop at g5 can be very annoying for black. The knight on d5 now forces a major weakening of the black kingside. Always look for ways to *pile up* on pinned pieces.
1...c6? 2.Nxf6+ gxf6 3.Bh6 Re8?
4.Qg4+ Kh8 5.Qg7#
1...h6? 2.Nxf6+ gxf6 3.Bxh6 +–
1...Re8 2.Bxf6 gxf6 3.c3 ±
(*1.0-0 c6 = No more Nd5 for white.*)
(*1.Na4 b5!?* = [*1...Bb6* ±])
(*1.Bxf6? Qxf6 2.Nd5 Qg5!?* [*2...Qd8* =] *3.0-0* [*3.Nxc7? Qxg2* –+] *3...c6* ∓)

❾ 1.Kc5
White outflanks by first taking the *diagonal opposition*. 1...Kd7 2.Kd5 Ke7 3.Kc6! Kf7 4.Kd6 Kf8 5.Ke6 Kg7 6.Ke7 +–
(*1.Kd5? Kd7 = Black takes the opposition.*)

❿ the 4 rooks



Best Move Contest #8 (*page 18*)

❶ 1.Qf4
Not all *forced mates* start with a check.
1...Qa5 2.Qb8#
1...Kd8 [or 1...Qxc4] 2.Qc7#
1...Bd6 2.Qxd6 delays mate one move.

❷ 1.Re7
1...Qxd2 [or 1...Rd7] 2.Qa8#
1...b6 2.Qxc7# [or 2.Rxc7#]

❸ 1.Qe8 [Δ 2.Qe7#]
1...Qe6 2.Qd8+ Qe7 3.Qxe7#
1...Qc5 [or 1...Qb4] 2.Qd8+ Ke6 3.Ng5#
1...g5 2.Qe7+ Kg6 3.Qxg5#
1...f4 2.e4! delays mate one move.

❹ 1.Qxd3 [1...Rxd3? 2.Re8#]
(*1.Rd1? Qd5* ∓ [*1...c4 2.Qxc4!? Nxh2!* ∓])

❺ 1.Qd3 A *double attack* that threatens to take the black bishop or to force mate.
1...g6 2.Qxd6
1...Rcd8 2.Qh7+ Kf8 3.Qh8#
(*1.Rxd6? Qxd6 2.Qxf7+ Kh8 3.Qf5 g6* ∓)

❻ 1.Nd5
1...Nxd5 2.Qh7#
1...Qd8 2.Nxf6+ Qxf6 3.Qh7#
1...hxg5 2.Nxe7+

❼ 1.Qe6+ Kh8 2.Rad1 c6 =
Unforking method #2. *Move away with check.*
(*1.Bxf6? Rxf6 2.Qe5 Nxa1* −+)
(*1.Qf3? Nxa1 2.Rxa1 c6* −+)
(*1.Qg3? Nxa1 2.Rxa1* −+ [*Even worse is 2.Bh6? Nh5! 3.Qg4 Nc2 4.Qxh5 gxh6* −+])

❽ 1.Rxe5 ±
Pins are a great way to win pawns! The game might go 1...Rc2 [1...dxe5 2.Rxd7+ ±] 2.Red5! Rc6 [2...Ke6 3.e5 Rc6 is the same.] 3.e5 Ke6 4.Rxd6+ Rcxd6 5.Rxd6+ Rxd6 6.exd6 Kxd6 7.Kf2 +− with a winning pawn endgame. Are you good enough yet to win this every time?
(*1.Kf2? Ke6* =) (*1.g3? Ke6 2.f4 Ra7* =)

❾ 1.Rg6+ Ke7 2.Rxd6 Kxd6 3.Kg4
The simplest endings to win are pawn endings. 3...Kd5 4.Kxg5 Ke4 5.f4 +−
(*1.Rxg5? Kf6 = Leaving the rooks on the board lets black draw despite the loss of a pawn. R + P against R is normally drawn if the defending king is in front of the pawn.*)

❿ queen, rook, bishop

Best Move Contest #9 (*page 19*)

❶ 1.e5+ Kh5 [1...Kg3 2.Rd3#] 2.e6#
A double dose of *discovered check!*

❷ 1.Rc6+ Ka8 2.Rc8#

❸ 1.Re6+ Kf5 2.Rxb6#

❹ 1.Rg8+ Kf7 [1...Kxg8 2.Qxf6] 2.Rf8+ Kxf8 [2...Kg7 3.Qxf6+] 3.Qxf6+
White *deflects* the black king away from its defence of the black queen.

❺ 1.Bxd7 Qxd7 2.Qc4+ Kh8 3.Qxc5
(*1.Qc4+? Kh8* [*1...Rf7* =] *2.b4* [*2.Bxd7? Bxf2+!* −+] *2...a6!* = [*3.Bxd7? Bxf2+!* −+])

❻ 1.Nxe6 Qxe6 [1...Rc2 2.Nxf8] [1...Rfc8 2.Nxc7] 2.Qxc7

❼ 1.b3 =
Unpinning method #2. *Block the pin.* Now the knight on c4 can move if attacked.
1...Bxc4 [1...b5 2.Ne5 =] 2.bxc4 Ne6 3.Kb2 =
(*1.Kb3? b5* −+)
(*1.Rc3?* [*or 1.Rf4?*] *1...b5* −+)
(*1.Nd2? b5* −+ [*1...Rxd2? 2.Rxf7* =])
(*1.Rxf7? Rxf7* −+ [*1...Kxf7? 2.Ne5+* =])

❽ 1.Nxg5+ fxg5 2.Bxe6 =
The white knight and bishop are forked by the black rook, and one of them will be lost. When you know that you're going to lose a piece, look to see if you can take something with it before it is gone. Even a pawn is better than nothing. A chess piece that is sacrificed this way is called a *desperado.* In this example, white gets two pawns for the piece. And two is even better than one! With all the pawns on one side of the board, and a bishop and pawn for the rook, white should be able to draw easily.
(*1.Bd1? Rc1* −+)
(*1.Nd2? Rd3! 2.Bxe6 Rxd2* ∓)
(*1.Bxe6? Rxf3* ∓)
(*1.Nxe5? Rxb3* −+)

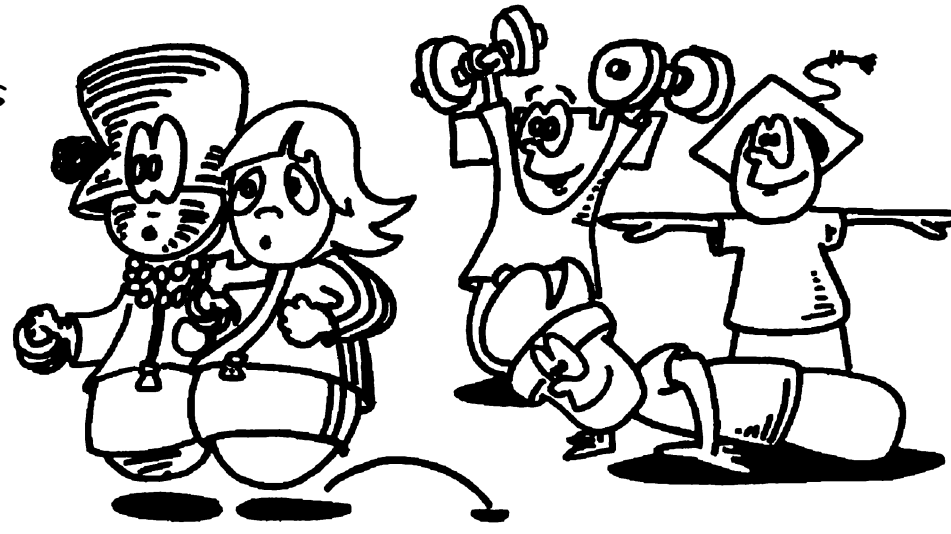
❾ 1.Qd3
White wins by a series of pins and checks. Eventually the black king is forced to block the pawn, giving the white king time to approach. 1...Kf2 2.Qd2 Kf1 3.Qf4+ Kg1!? 4.Qe3+ Kf1 5.Qf3+! Ke1 6.Ke4 Kd2 9.Qf2 Kd1 10.Kd3!? e1=Q 11.Qc2#
This is the standard method for winning with Q vs. P. It works well unless the black pawn is on a2, c2, f2, or h2 supported by its king. Then black can draw if the white king is far enough away. (See #21 and #51.)

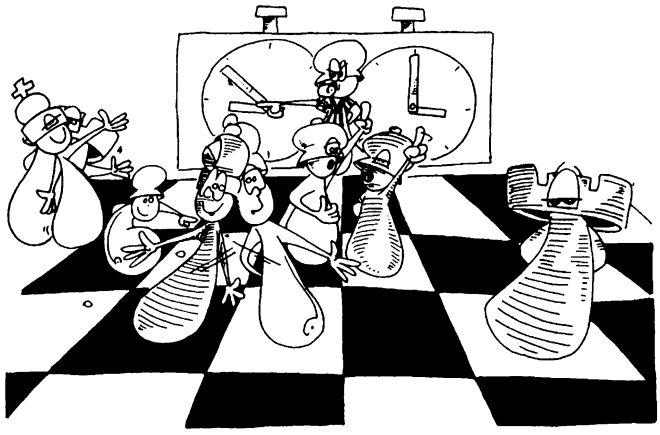
❿ knight

WARNING
CHESS INCREASES BRAIN POWER!

These exercises may make you too smart.

Ministry of
Mental Health





Best Move Contest #10 *(page 20)*

❶ 1.Nb5+ Kb6 2.Qa5#
The *pin* on the c-file gives white the point.

❷ 1.Ng6 Qxc4 2.Rh8#
(1.Rdh3? g5! −+ [or 1.g6 −+])

❸ 1.Qxf7+ Rxf7 [1...Kh8 2.Qxf8#] 2.Re8#
(1.Ng5? Qg6! =)
(1.Bxf7+? Kh8! = *[1...Rxf7 2.Re8+ Rf8 3.Rxf8+ Kxf8 4.Qf5+ Qf6 5.Qxd3* ±])

❹ 1.Bb6+ Qe7 [1...Nge7 2.Bxd8]
2.Rxe7+ [or 2.Qxd5! axb6?! 3.Qxd6]
A "*disco check*" wins the queen.
(1.Bg5+? Nge7 −+) *(1.Bd4+? [or Bh6+] 1...Kf8!)*
(1.Qxd5? Bh2+! 2.Kxh2 Qxd5 −+)

❺ 1.Rc6+ Qxc3 [1...Kf7 2.Rxc4] 2.Rxc3
(1.Rxf5+? Qxc3 −+)

❻ 1.Be3+ Kg8 2.Bxb6
(1.Rh3? Rh8! −+ *[1...Nh5* ∓])

❼ 1.Rhg7+
White draws by *perpetual check*. 1...Kh8
2.Rh7+ Kg8 3.Rhg7+ Kf8 4.Rgf7+ Ke8
5.Rfe7+ [5.Rde7+? Kd8 −+] 5...Kf8 6.Rf7+ Kg8
7.Rg7+ Kh8 8.Rh7+ Kg8 9.Rhg7+ ½-½
(The rook on d7 must stay where it is. 1...Rdg7+? Kf8 2.Rf7+ Ke8 3.Re7+ Kd8 −+ *because 4.Rd7+ loses to 4...Bxd7.)*
(1...Rxh3? Qc1+ 2.Kg2 Qc6+ 3.Kf1 Qxd7 −+)
(1...Rc7? Qe1#) (1...Rd1? Kxh7 −+)

❽ 1.Be3 Black threatened *...Nd4* followed by capturing on f3. White cannot allow that.
1...Nd4 2.Bxd4 Bxd4 3.h3 Bh5 [3...Bxf3 =]
4.Nd1!? [4.g4 ∞] 4...0-0 5.c3 Bb6 6.Ne3 =
(1.h3? Nd4 2.Qd1 Nxf3+ 3.gxf3 Bxh3 4.Re1 Nh5! −+)
(1.Bg5? Nd4 2.Qd1 Nxf3+ 3.gxf3 Bh3 [3...Bh5 ∓] *4.Re1 Qd7!?* ∓ *Now 5.Bxf6? gxf6 would help black by opening the g-file.)*

❾ 1.c6 (1...bxc6 2.bxa6)
White wins with a *pawn breakthrough*.
(1.a4? axb5 2.axb5 Kf6 −+)

❿ 36 (all squares not on the edge)

Best Move Contest #11 *(page 28)*

❶ 1.Qe6+ Kd8 [1...Kf8 2.Bh6#] 2.Bb6#
The *criss-cross mate*. The queen controls one diagonal while the bishop "crosses" on another diagonal.

❷ 1.Qxe6+ fxe6 [1...Qe7 2.Qxe7#] 2.Bxg6#

❸ 1.Qxc6+ bxc6 2.Ba6#

❹ 1.Nf6+
1...Bxf6 2.Rxe8+
1...Kf8 2.Rxe8#

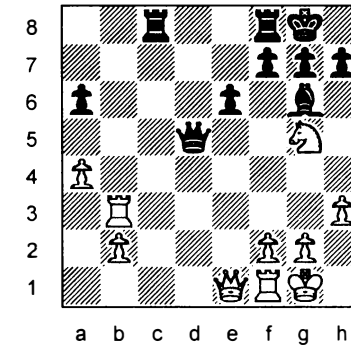
❺ 1.Ng6+ Kg8 2.Ne7+ Kh8 3.Nxd5

❻ 1.Rxe3 Rxe3 [1...Qc5 2.Nxd5!]
2.Nxd5 Rxb3 [2...Qc5 3.Nxe3] 3.Nxc7 Rxb2
[3...Rc8 4.cxb3 g6 +− (*4...Rxc7? 5.Rd8#*)]
4.Nxa8 g6 [4...Rxc2? 5.Rd8#] 5.Rd7
(1.Nxd5? Nxd1! [1...Nxd5 2.Qxd5 ±] *2.Rxd1 [2.Nxc7? Rxe1#*] *2...Qc5+* ∓)
(1.Nb5? Nxd1! −+ *[1...Qc5* −+])

❼ 1.Rg3
Unforking method #3. *Move one piece to guard the other.* The rook on b3 and knight on g5 were forked by the black queen.
This is actually a tricky position. Did you see that black can play *1...Bd3*, "trapping" the rook on f1? But white saves the rook by *2.Qd2!* ±, pinning the bishop against the unprotected black queen. Best is 1...Rfd8 = or 1...Rc2 = when the active rooks give black good counterplay for the pawn.
And did you see why *1.Qe3* is a mistake?
(1.Qe3? Rce8! [1...Rfe8? 2.Rc3! =] *2.Qg3 h6! 3.Nxf7 [3.Nf3? Qxb3*] *3...Bxf7* −+
[*If the white h-pawn were on h2, this trap would not work because white could play 3.Nh3.*]

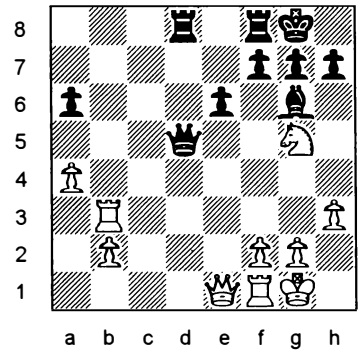
For some extra fun now, let's make some small changes in the position and see what happens. The diagram below (#7b) is the same except a black pawn is added on e6.

#7b



This pawn closes the e-file and protects the black queen. So the right move in this case is 1.Qe3! = [1.Rg3? Bd3! −+]
See the next page for more versions of #7.

#7c



In the diagram above (#7c), there is still a pawn on e6, but the black rook is now on d8 instead c8. With the extra firepower on the d-file, black would win against *1.Qe3?* by *1...Bd3! 2.Rxd3* [*2.Rd1? Qxb3*] *2...Qxd3* −+. The correct move this time is 1.Rg3! After 1...Bd3, white makes an amazing save with 2.Qc3! Bxf1? [2...Bg6 3.Rc1 =] 3.Nxe6! f6 [3...fxe6 4.Qxg7# or 3...g6 4.Qg7#] 4.Rxg7+ Kh8 5.Rxh7+! Kxh7 6.Qc7+! Rd7 [6...Kg6 7.Nf4+ Kh6 8.Nxd5 +− or 6...Kh6 7.Qg7+ Kh5 8.Qh7#] 7.Qxd7+! Qxd7 8.Nxf8+ Kg7 9.Nxd7 +−

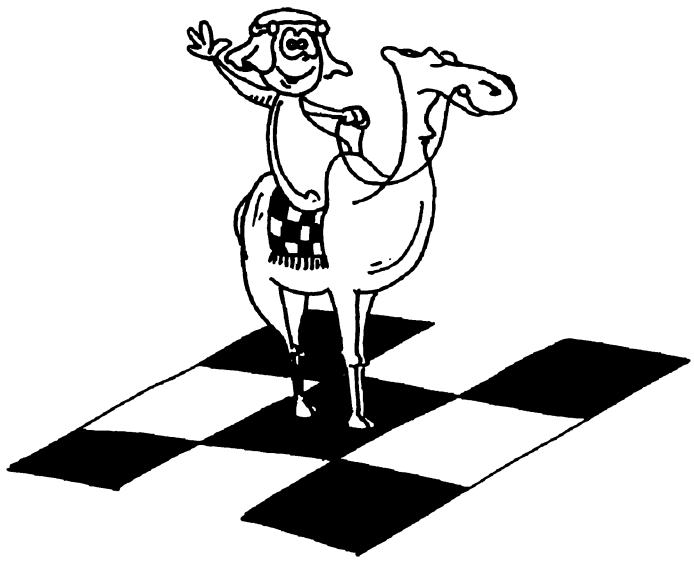
#7d (no diagram)
Black rooks on a8 and f8 and a pawn on e6
1.Qe3 and 1.Rg3 are both good moves.

#7e (no diagram)
Black rooks on c8 and d8, no pawn on e6
1.Qe3 and 1.Rg3 both lose material! The least evil for white is:

1.Qe3 Bd3 2.Rxd3 Qxd3 3.Qe7 ∓
1.Rg3 Bd3 2.Rxd3 Qxd3 3.Qe7 ∓

Reaching the same position either way.

The conclusion to learn from all of this is:
Little things make a big difference in chess.

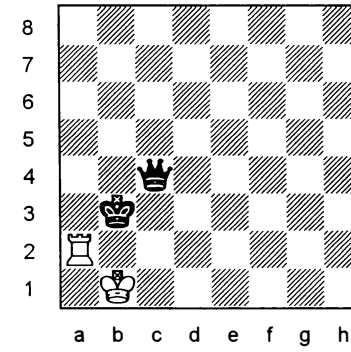


❽ 1.Bxf6
Black's last move (*...Bg4*) was a common mistake that loses a piece.
1...Bxd1 [1...Qxf6 2.Qxg4 or 1...Qd7 2.Be2! +−]
2.Bxd8 Bxc2 [2...Kxd8 3.Rxd1 +−] 3.Bh4 +−
(*1.Nf3 Be7* =)
(*1.Be2 Bf5!* =
[*1...Bxe2?! 2.Qxe2+ Qe7 3.Bxf6 gxf6* ±])
(*1.Qxg4!? Nxg4 2.Bxd8 Kxd8 = Without queens on the board, the black king is safe in the middle.*)

❾ 1.Ra3+ Kxa3 ½-½
This stalemate trap is the defence's main chance to draw in the Q vs. R ending. It arises when the queen is a "knight jump" away from a king on the edge.

The queen does better a "camel jump" away as in the diagram below. A *camel* is a chess piece that leaps like a knight, but moves three squares then one over, instead of a knight's 2 and 1. It was invented by people who like to make weird chess puzzles with new pieces.

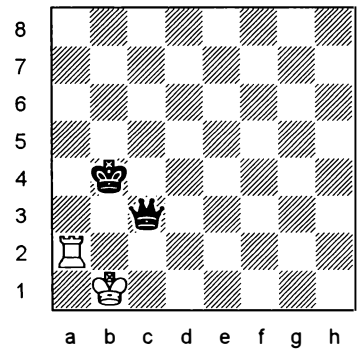
#9b



After 1.Rb2+ Ka3, we reach the typical difficult situation for white. 2.Ka1 Qc3 3.Kb1 Qxb2# and 2.Rc2 Qb4+ 3.Kc1 Qe1# both lose quickly. So the rook must leave the company of his king. But that will leave him open to a queen fork:

2.Rb7 Qe4+ 3.Kc1 Qxb7
2.Rb8 Qe4+! 3.Kc1 Qf4+ 4.Kc2 Qxb8
2.Rf2 Qe4+ 3.Kc1 Qe1+ 4.Kc2 Qxf2+
2.Rg2 Qf1+ 3.Kc2 Qxg2+
2.Rh2 Qb4+
3.Kc2 Qb2+ 4.Kd3 Qxh2
3.Kc1 Qf4+ 4.Rd2 Kb3 5.Kd1 Qf1#
2.Rd2!? is the best way to keep things complicated. A sample conclusion is 2...Qe4+ 3.Kc1 Kb3 4.Rd3+!? Kc4 5.Rd8 Qf4+ 6.Kd1 Qg4+ 7.Kc1 Qg5+ with the usual *wide angle* fork.

#9c Note that white to move can force a draw in the following position:



1.Rb2+ saves the day as 1...Kc4 2.Rc2! pins and wins the queen. And 1...Ka3 2.Ra2+ will either lead to stalemate by 2...Kb3 3.Ra3+ or to perpetual check after 2...Kb4 3.Rb2+ Ka4 3.Ra2+ Kb4 4.Rb2+.

❿ queen, knight
They can both move in 8 directions.

Best Move Contest #12 (*page 29*)

❶ 1.Qxh6+ Kg8 2.Qg5+ Kh7 [or 1...Kh8] 3.Rh6#
A queen and a rook make great mates.
(*1.Rxh6? Rh8!* −+)

❷ 1.Qa8+ Kd7 2.Rd3+
[2.Qd5+ Ke8 3.Qa8+ Ke7 4.Rxc7+ Kd6 ∞]
2...Ke7 [2...Bd4 3.Rxd4+ Ke7 4.Qd8#] 3.Qd8#
(*1.Qxa6+?! Kb8* = [*2.Rb3+ Bb6*])
(*1.Qe6+? Kb8* −+ [*2.Rb3+ Ka7!*])
(*1.Qe8+? Kb7 2.Rb3+ Bb6 3.Rxb6+* [*3.Qxf7 Qg1#*] *3...Kxb6 4.Qxf7 Qxe4+* −+)

❸ 1.Qd7+ Ke5 2.Rf5+
[2.Re7+? Qxe7! −+ or 2.Qf5+? Kd4 −+]
2...Ke4 3.Qd5+ [3.Qe6+? Kd3 −+]
3...Ke3 4.Rf3+ Ke2 5.Qd3+ Ke1 6.Rf1#
The *escalator mate!*

❹ 1.Qxe6 Qxe6 2.f7 [Δ 3.f8=Q+]
Pawn promotion is a fun way to gain material. Instead of taking a piece, you win by making a piece.

❺ 1.Rxc8 Rxc8 2.Bxb7 Re8 3.c8=Q [3.Bxa6!]
3...Rxc8 4.Bxc8

❻ 1.Bd5+
1...Nxd5 2.c8=Q+ Kh7 3.Qc2+ Kg8 4.Rb7
1...Kf8 2.Rf7+! [2.Bxa2? Kxe7 −+] 2...Ke8
[2...Kg8 3.Rd7+ Kf8 4.Bxa2] 3.Bxa2 b1=Q+
4.Bxb1 Kxf7 5.Bf5 g6 6.c8=Q Nxc8 7.Bxc8
It's good practice to play out this ending.
(*1.c8=Q+? Nxc8 2.Bd5+ Kf8 3.Rf7+ Ke8 4.Bxa2 b1=Q+ 5.Bxb1 Kxf7* ∓)
(*1.Be4? Ra1+ 2.Kg2 b1=Q 3.Bxb1 Rxb1 4.Re6 Rc1 5.Rxb6 Rxc7* ∓)
(*1.Re8+? Kf7 2.Bd5+* [*2.c8=Q b1=Q+ 3.Bf1 Nxc8* −+] *2...Nxd5* [*2...Kxe8 3.Bxa2 Kd7* −+] *3.c8=Q* [*3.Rb8 Nxc7* −+] 3...b1=Q+ −+)

❼ 1.Qb1 +−
White stops mate and even wins the black queen, as 1...Qe2 allows 2.Rf8#.
(*1.Rxf2? Re1+ 2.Rf1 Rxf1#*) (*1.Rg1? Re1!* −+)
(*1.Rd1? Re1+* [*or 1...Qe1+*] *2.Rxe1 Qxe1#*)
(*1.Qd3? c4 2.Qb1 Qc5!* ∓ [*No better were 2.Rxf2 cxd3 3.h3 Re2* ∓ *or 2.Qd8+? Kh7* −+])

❽ 1.Ne1
White is up a pawn and doesn't want black to take on f3 and mess things up. When we are ahead in material or have a positional advantage, we should try to keep our pawn structure neat and tidy. 1...Re8 [1...Rf8 2.f3 ±] 2.Kd2! [2.f3? Re2+ 3.Kb3 =] Now white must squirm around a bit to prevent a weakness, but that's okay. There is often no hurry when you are up material in an endgame.
2...Bb5 3.Nd3 Rd8 4.Kc2 ±
2...Rd8+ 3.Ke2!
3...Bb5+ 4.Nd3 Re8+ 5.Kd2 Rd8 6.Kc2 ±
3...Re8+ 4.Kf1 Bb5+ 5.Nd3 [5.Kg1? Re2=]
5...Rd8 [5...g5 6.b3 ±] 6.Ke2 Re8+
7.Kd2 Rd8 8.Kc2 ±
(*1.Re1? Bxf3 2.gxf3 Rf8 = White has weak kingside pawns. The h-pawn is isolated. And the f-pawns are doubled and isolated on an open file. That's the ultimate pawn weakness! The extra pawn has no value in this position.*)
(*1.Rd3? Be4* ∓)
(*1.Nh4? g5* [*1...Rf8!* ∓] *2.Nf3* [*2.Nf5? Be4+* −+] *2...Bxf3 3.gxf3 Rf8* =)
(*1.Ng5? h6* [*1...Bxg2 2.f3! h6 3.Rg1!* =] *2.Nf7* [*2.Nf3 Rf8!?* ∓ *or 2...Bxf3* =] *2...Rf8* [*2...Rh7? 3.Rd8#*] *3.Nxh6 Bxg2* ∓)

❾ 1.Nh3
The agile knight is able to stop the two passed pawns on his own.
1...d3 2.Nf2! d2 [2...e3 3.Nxd3 =] 3.Nd1 =
1...e3 2.Nf4! = [2...e2 3.Nxe2 d3 4.Nc3]
(*1.Ne2? d3 2.Nc3* [*2.Nd4 d2* −+] *2...e3* −+)
(*1.Ke5?* [*or 1.Kd5?*] *1...d3 2.Kxe4 d2* −+)

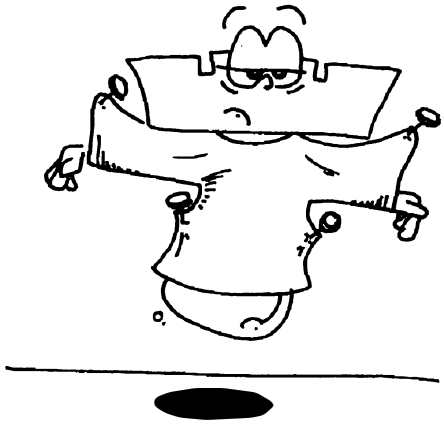
❿ knight, pawn

Best Move Contest #13 (*page 30*)

❶ 1.Ng5+ hxg5 2.Qh5#
More sci-fi thrillers (side file mates).

❷ 1.Ng6+ hxg6 2.Qh3#
(*1.Qe8+? Bf8* = [*2.Qe6 Nd5!*])

❸ 1.Qxh7+ Kxh7 2.Bxf7#



❹ 1.Qh5+ g6 [1...Kf8 2.Qf7#] 2.Nxg6
2...hxg6 3.Qxh8+
2...Rg8 3.Ne5+ [3.Nxe7+!] 3...Rg6 4.Nxg6

❺ 1.Bxb6
1...Nxb6 2.Bxb7 Qxb7 3.Qxd6
1...Rxb6 [or 1...axb6] 2.Bxd5 [Δ 3.Bxf7+]
1...Nc3 2.Qd3 Rxb6 [2...Nxb1 3.Bd5] 3.Qxc3
Pin City.

❻ 1.c4
1...Nxc4 [1...c6 2.cxd5] 2.Rxd5
1...Ne7 [or 1...Nb4] 2.c5 [forking Nb6 and Bd6]
When you have a piece pinned, look for a way to attack it with a pawn.

❼ 1.Bc8
The bishop goes to the f1-a6 diagonal with check, gaining a tempo. White then draws by sacrificing bishop for pawn.
1...e2 2.Ba6+ Kd2 3.Bxe2 ½ -½
(*1.Kf4? e2* −+)
(*1.Bd7? Kc4! 2.Bc8 Kb5! 3.Bd7+ Kc5* −+)

❽ 1.Ba3 ±
White prevents black from castling. And it's hard to develop when you can't castle!
1...Rc8 2.Rc1 ±
1...Ne4 2.Qa4!?
2...Rc8 3.Ne5 ± [3.0-0 ± or 3.Qxa7? Bc6! −+]
2...Nc3 3.Qb3 Rc8 4.Rc1 Ne4 5.0-0 ±
2...a6 3.Rc1 b5 4.Qb4 ±
1...Ng8 Black can castle by recycling the knight to e7, but this wastes time.
2.0-0 Ne7 3.Rc1 0-0 [3...Rc8 4.Qa4! ±]
4.Bxe7 Qxe7 5.Rc7 ±
(*1.0-0 0-0 2.Rc1* ± *White has better pawn structure and black has a bad bishop.*)
(*1.Rc1* [*or 1.Qa4*] *1...0-0 2.0-0* ±)

❾ 1.Kf3 Kh3
The black king is forced to a square where he can be checked by a queen from c8.
2.b6 cxb6 3.c6! [3.cxb6? g2 =]
3...g2 4.c7 g1=Q 5.c8=Q+
5...Kh2 6.Qh8#
5...Kh4 6.Qh8+ Kg5 7.Qg8+ Kf5 8.Qxg1 −+
(*1.b6? cxb6 2.cxb6 g2 3.b7 g1=Q 4.b8=Q loses to 4...Qh2+ 5.Kf4 Qxb8.*)

❿ 400
20 white x 20 black = 400

Best Move Contest #14 (*page 31*)

❶ 1.Qc1+ Kf2 2.Qg1+ Kf3 3.Qf3#
An *epaulette mate*. Epaulettes are the shoulder boards worn on some military uniforms. In chess, they are two pieces that stand on either side of their king, blocking his escape. Here, the pawn at e2 and queen at e4 are the black king's "shoulder boards".

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SALUTES
The LOYAL TROOPS of the ROYAL BRIGADE
"Who Bravely Guard Our Front Ranks"

❷ 1.Qd3+ Ke6 2.Qd7# [2.Bd7+ Ke7 3.Bxg4 =]
The *epaulettes* are the pawns at e5 and f6.

❸ 1.Bxf7+ Kxf7 [1...Kh8 2.Rxf8#] 2.Qe6#
(*1.Ne7+? Nxe7 2.Bxf7+ Kxf7 3.Qxe7+ Kg6 4.Qe4+* [*4.Rxf8* ∞] *4...Kh6 5.Qh4+* =)
(*1.Qxc6? Qc1+* [*1...bxc6? 2.Ne7+ Kh8 3.Rxf8#*] *2.Kh2 Bg1+ 3.Kg3* [*3.Kh1 Bf2+ 4.Kh2 Qg1#*] *3...Qg5+ 4.Kf3 Qxf5+ 5.Ke2 bxc6* −+)
(*1.Qe5!? Qc1+!* [*1...Nxe5? 2.Ne7+ Kh8 3.Rxf8#*] *2.Kh2* [*2.Qe1 Qxe1+ 3.Rxe1* −+] *2...Bg1+ 3.Kg3* [*3.Kh1 Bf2+*] *3...Qg5+ 4.Kf3 Nxe5+* −+)

❹ 1.f3 Bf5 [1...Bh5 2.g4] 2.e4 Rd6 3.exf5
A bishop is the easiest piece to *trap* with pawns.
(*1.h3? Bd1* =) (*1.e4? Rd1* =)

❺ 1.Be2 Trapping the black queen.
(*1.Qd2? Qg4* =)
(*1.h3? Nd4!* [*1...h6* =] *2.Qd2* [*2.cxd4 Bxe4 3.Bxe4 Qxg5* ∓] *2...Bxe4 3.Bxe4 h6* ∓)

❻ 1.Rb1 Qa3 2.Rb3 Bye-bye, queenie!

❼ 1.Nb6+ Kb8 2.Nxa4 Bxc3+ 3.Nxc3 +–
(*1.Nxb4? Qxd1#*) (*1.b3? Bxc3+* –+)

❽ 1.Rd7
The standard way to win when you control an open file is to "occupy the seventh rank" with the rook. From there, the rook attacks the opponent's weak pawns from the side.
1...Rc8
Black defends the c-pawn but this leaves the rook in a passive position.
2.Re7! [2.Kd2? Kf8 3.Ke3 Ke8 =] 2...f6 +–
The winning plan for white is to keep the black rook tied to the defence of the c-pawn, to create some gaps in the black pawn structure, and then to invade with the king. A sample line goes: 3.h4 Kf8 [3...h5 4.c4 Kf8 5.Rd7 g6 6.Kc2 Ke8? 7.Rg7+–] 4.Rd7 a5 5.a4 b6 6.h5 h6 [6...c6 7.Rb7 +– or 6...c5 7.h6 gxh6 8.Rxh7 +–] 7.Kd2 c5 8.Kc3 Rb8 9.Kc4 Kg8 10.Kb5 +–
1...f5 2.Kd2! [2.Rxc7?! fxe4 3.Rxb7 Rxf2 ∞] [2.exf5 Rxf5 3.Rxc7 Rxf2 ±]
2...fxe4 3.Ke3 Rf7 [3...Rc8 4.Kxe4 ±]
4.Rd8+! Rf8 5.Rxf8+ Kxf8 6.Kxe4 +–
(*1.Rd5? f6!* [*1...Re8? 2.Rd7* ±] *2.Rd7 Rf7* =)

❾ 1.Rc8+ Kg7 2.Rc7+ Rxc7 3.bxc7 Kf6 4.c8=Q
Simple solutions are usually the best.
(*1.Rxg6+? Kf7 2.Rc6 Ke7 3.Rc7+ Rxc7 4.bxc7 Kd7* = or *2.Rh6 Ke8! 3.Kg4 Kd7 4.Kf5 Kc8 5.Ke5 Rd7! 6.Rd6* [*6.Ke6 Rd1*] *6...Rxd6 7.Kxd6 Kb7 8.Kc5 Kb8!* =)
(*1.Kg4? Kf8! when black draws following 2.Kg5 Ke8 3.Kxg6 Kd7* =)

❿ queen, rook, bishop

Best Move Contest #15 (*page 32*)

❶ 1.Nh5+ gxh5 2.Qg5#

❷ 1.Bd5+
1...Kh8 2.Qxh6#
1...Qxd5 [or 1...Rf7] 2.Qxg7#
White *deflects* the black queen so that she no longer defends g7.
(*1.Qh7+? Kf7 2.Qxg7+* –+)

❸ 1.Qxf7+ Rxf7 [1...Kh8 2.Qf8#] 2.Re8+ Rf8 3.Bh7+ Kh8 4.Rxf8#
(*1.Nxf7? Rxf7 2.Re8+ Rf8 3.Bh7+* [*3.Qg6! Nf4* ∓] *3...Kxh7 4.Rxf8 Bg4!* –+)

❹ 1.Rxd7 Rxd7 [1...Bxe4 2.Rxd8+! Rxd8 3.Bxe4] 2.Nf6+ Kh8 3.Nxd7
The white sacrifice *removes the guard* of f6 and *decoys* the black rook to a square where he can be forked.
(*1.Bg5? Bxe4 2.Bxd8* [*2.Bxe4 f6* =] *2...Bxb1 3.Rxd7 Bf5* =)

❺ 1.Rxc6 Qxc6
[1...Qe7 2.Bxd5+ or 1...b3 2.Rxd6!]
2.Bxd5+ Qxd5 [2...Kh8 3.Bxc6] 3.Qxd5+
(*1.dxe5? Nxe5* –+) (*1.Rc1? Nh4* =)

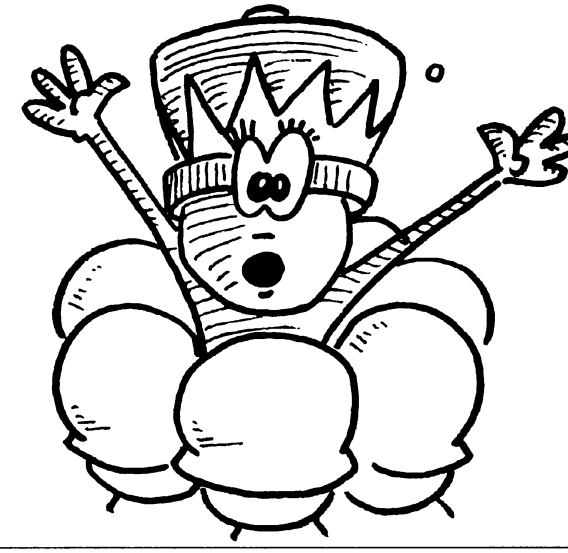
❻ 1.Rxg7+ Kxg7 2.Qd4+ Kg8 3.Qxa7

❼ 1.Re6+ Kxe6 ½-½ stalemate
White draws by perpetual check if black doesn't take the rook. [1...Kf5 2.Re5+ Kg4 3.Re4+ Kf5 4.Re5+ and so on]
(*1.Ra1? Rh2+ 2.Kg1 f2+ 3.Kf1 Rh1+* –+)

❽ 1.Rd6
White is up a pawn and forces an exchange of rooks to reach a simpler ending. *Trading down* is the clear road to victory when you have more material. In this example, if the rooks stay on the board, white still has a lot of work to do. But after the rook trade, the minor piece ending is a quick win.
1...Bg5 2.Rxd8 Bxd8 3.Kc4 Kf6 4.Nd4 h5
[4...Ke5? 5.Nc6+] 5.Kb5 +–
1...Rxd6 2.Nxd6 Be1 3.f3 Kf6 4.Kc4 Ke6 5.Nb7 Kf5 6.Kb5 Kf4 7.Nxa5 Kg3
[7...Bxa5 8.Kxa5 Kg3 9.b4 Kxg2 10.b5 +–]
8.Nc4 Kxg2 9.a5 Kxh3 [9...Bxa5 10.Kxa5 Kxh3 11.b4 +–] 10.a6 Bf2 11.Nb6 +–
(*1.Ra6* [*or 1.Rc7 or 1.Rc2*] *1...Bb4* ±)
(*1.Kc4 Be1 2.Ra6* [*2.f3 Rd2* =] *2...Rd2 3.Rxa5 Rxb2 4.Ra8* [*4.Ra7 Bxf2*] *4...Rxf2* ±)
(*1.Nd6 Bb4 2.Nc4* [*2.Nb7 Rd3+ 3.Kc4 Rd2 = or 2.Ne4 Rd4 3.f3 h5* ±] *2...Rd3+ 3.Kc2 Rd4* ±)
(*1.Nc3!? Rb8+ 2.Kc2 Bg5!* [*2...Be1 3.Ra6!* ±] *3.Ra6* [*3.Rc5 Bd8*] *3...Bd8* ±)

❾ 1.Ka8
Now a check on the a-file is met by a pin that forces a queen trade. 1...Qa4+ 2.Qa7!
(*White must still work carefully to stay out of check after 1.Kc7 Qc4+ or 1.Kc6 Qa4+.*)

❿ all pieces (including king)



Best Move Contest #16 (*page 33*)

❶ 1.Bg8+ Kh8 2.Bf7+ Kh7 3.Qg8#

❷ 1.Bxh7+ Kh8 2.Bg6+! Kg8 3.Qh7+ Kf8 4.Qxf7#

❸ 1.Qg8+ Ke7 2.Qe6+ Kf8 3.Qd6#

❹ 1.Rxf6 gxf6 [1...Ra1+ 2.Rf1] 2.Bd5+ Kg7 3.Bxa2

❺ 1.Rxe4+ fxe4 2.Qxe4+ Kf8 3.Qxa8

❻ 1.Rxf6 gxf6 [1...Rfd8 2.Rff1] 2.Qg4+ Kh8 3.Qxd7

(*1.Nb6? Sorry, wrong fork! 1...Qd4+ [1...Qa7 =] 2.Qf2 [2.Kh1 Re7! ∓] 2...Nxe4 ∓*)

❼ 1.Nxb6 axb6 2.Rd1 =

The white knight is trapped, so he becomes a "*desperado*" and takes whatever he can before he is captured. With 3 pawns for a piece, white should draw easily.

(*1.Rd1? Rxa8 2.Rd7 Nc5 ∓*)

(*1.Kf2? Rxa8 2.Rd1 Kf8 ∓*)

❽ 1.c4

White exchanges off the isolated c-pawn. Against other moves, black plays ...*Na5.* Then white is stuck with a weak isolated pawn on an open file. That's not a good thing. *Always look for ways to trade your weak pawns.*

1...dxc4 2.Bxc4 Rfd8 3.Qe2 =

1...Rfd8 2.cxd5 Nxd5 [2...Rxd5 3.Qc2 =] 3.Rc1 = [3...Nxe3? 4.Qa4 Nxf1 5.Rxc6 ±]

(*1.Rc1 Na5 ∓ [2.Nd2 Rfd8!]*)

(*1.Qc2 [or 1.Rb1] 1...Na5 ∓*)

(*1.Nd4 Na5 ∓ [or 1...Ne5 ∓]*)

❾ 1.Kd4 Kb6 [1...Kc7 2.Kc5 +–] 2.Kc4 Kb7 [2...Kc7 3.Kc5 Kb7 4.b6 Ka6 5.b7! Kxb7 6.Kb5 and white wins because of the opposition.] 3.Kc5 Kc7 4.b6+ Kb7 5.Kb5 Kb8 6.Ka6 Ka8 7.b7+ Kb8 8.b5! The rear pawn gives the tempo needed to win. 8...Kc7 9.Ka7 +–

(*1.Kc4? Kb6 2.Kc3 Kxb5 =*)

❿ all pieces except queen

Best Move Contest #17 (*page 34*)

❶ 1.Nf6+ gxf6 [or 1...Bxf6 or 1...Kh8] 2.Qxh7#

The knight sacrifice *clears* the diagonal from d3 to h7 for the white bishop.

❷ 1.Bd5+

1...cxd5 [or 1...Ne6 or 1...Kh8] 2.Qxh7#

1...R8f7 2.Qxh7+ Kf8 3.Qh8#

❸ 1.Ra6+ Rxa6 2.Qb7#

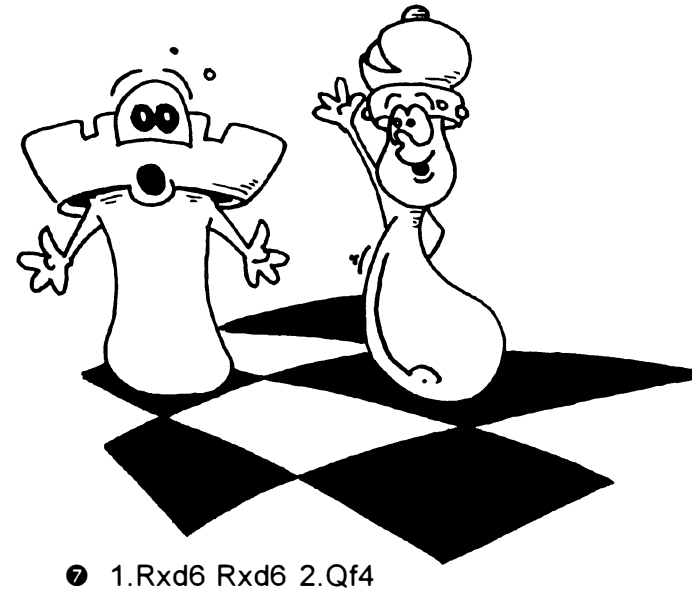
❹ 1.Qxd6 Qxd6 2.e7+ Kb7 3.e8=Q

White wins with *discovered check.*

❺ 1.Nxg5+ Kg7 2.Ne6+ Kh7 3.Nxc7

❻ 1.Qxd5 exd5 [1...Rc2 2.Qd4] 2.e6+ Kf8 3.exf7

(*1.Nd6? Qa7+ =*)



❼ 1.Rxd6 Rxd6 2.Qf4

White sacrifices to stop mate by ...*Qh2#* and then wins back the material with a pin.

2...Rd8 [2...Kc7? 3.Nb5+ or 2...Qd3? 3.Rd1 +–] 3.Nb5 Qd3 4.Nxd6 [4.Re6? Qf1#] 4...Qxd6 =

(*1.f4? Qf3+ 2.Kg1 Bc5+! –+*)

(*1.Kg1? Bxh2+ 2.Kh1 Bf4+! 3.Kg1 Qh2+ 4.Kf1 Qh1+ 5.Ke2 Rhe8+ 6.Qxe8 Rxe8+ 7.Kd3 Rxe1 –+*)

❽ 1.c3 =

White must keep the black knight out of d4.

1...Bxf3 2.Qxf3 [2.gxf3 ∓] 2...Qxf3 3.gxf3 h6 4.f4 = Getting rid of the doubled pawns.

1...Kh8!? [planning ...Qg6 and ...f5] 2.b4 Bb6 3.h3 Bxf3 [3...Bh5? 4.g4 Bg6?? 5.Bg5 +–] 4.Qxf3! Qxf3 5.gxf3 f5! 6.a4 a6 [or 6...a5 7.Bd5 Nd8 8.Be3 =] 7.Be3 Bxe3 8.fxe3 =

(*1.Re1? Nd4 –+*)

(*1.h3? Bxf3 2.gxf3 ∓ [Worse is 2.Qxf3 Qxf3 3.gxf3 Nd4 ∓]*)

(*1.Bg5? Bxf3 2.Bxf6 [2.Qxf3 Qxg5] 2...Bxd1 3.Bxg7 [3.Raxd1 gxf6] 3...Kxg7 4.Raxd1 –+*)

(*1.Be3 is not good enough for equality.*

1...Bxe3? 2.fxe3 = The doubled e-pawns actually help white. The f-file is open for the rook on f1, and the pawn at e3 keeps the black knight out of d4.

1...Bxf3 2.Qxf3! Qxf3 3.gxf3 =

1...Nd4! 2.Bxd4 Bxd4 3.c3 Bb6 ∓)

❾ 1.Re1

White can only win by cutting the black king off along the e-file. The ending R + P vs. R is normally drawn if the defending king is able to get in front of the pawn.

(*1.d6? Ke8 =*) (*1.Kc5? Ke7 2.d6+ Kd7 =*)

❿ 6

To make quintupled c-pawns: axb3, bxc4, c5, c6, bxc3, c4, c5, exd3, dxc4, dxc3

Best Move Contest #18 *(page 35)*

❶ 1.Rh8+ Kxh8 2.Qh6+ Kg8 3.Qg7#
The black king is "deeked" to the corner so the white queen can check with *tempo*.
(1.Qh6? Re1+ [1...Qb1+ −+] 2.Kf2 Re2+ −+)
(1.Qc1? Qc5+ =) (1.Qd8+? Re8 =)

❷ 1.Rf8+ Kxf8 2.Qh8#
[or 2.Qf6+ Kg8 3.Qf7+ Kh8 4.Qxh7#]
(1.Qd7? Rh1+! [or 1...Rxg2+!] 2.Kxh1 Qe1+ 3.Kh2 Qg3+ 4.Kg1 Qxg2#)
(1.Rb8+? Rc8 −+)
(1.Rxf5? Rxg2+! 2.Kxg2 Rc2+ = perp)

❸ 1.Qh8+ Kxh8 2.exf8=Q#
(1.exf8=Q+? Kxf8 ∓)
(1.Qg3+? Rg6 2.exf8=Q+ Kxf8 3.Bxg6 =)

❹ 1.Re8+ Kxe8 [or 1...Kf7] 2.Qxg8+
An *x-ray attack* forces a winning *deflection*.

❺ 1.Qh7 Rxc7 [1...Qxc7 2.Qh8#] 2.Qh8+ Ke7 3.Qxb8

❻ 1.Rxd4 Qxd4 2.Be3 Qd7 [2...Qb2 3.Bxa7] 3.Bc6! [The second *skewer* is fatal.] 3...Qe7 4.Bxe8 [or 4.Bxa7 +−] 4...Qxe8 5.Bxa7
(1.Qg3? Nc3! ∓ [2.Bxh6? Ne2+!])

❼ 1.Ne3 Rxd2 [1...Be4 2.Bc3 ±] 2.Nxf5 ±
(1.Nxb6? Rxd2 −+) (1.Bg5? Rxd5 −+)
(1.Rxc6? bxc6 [or 1...Rxd5 2.Rxb6 Rxd2 −+] 2.Ne7+ Kf7 3.Nxf5 [3.Bg5 Bh3!] 3...Rxd2 −+)

❽ 1.Nxe5
A famous trap called Legall's Mate, named after the French master Legall de Kermeur. 1...Bxd1 [1...Be6 2.Bxe6 dxe5 3.Qh5! +− or 1...dxe5 2.Qxg4 +−] 2.Bxf7+ Ke7 3.Nd5#
Legall was the champion of the Café de la Régence in Paris until dethroned by his star pupil André Danican Philidor. Surprisingly, there is only one recorded game of Legall's.
Legall - St. Brie Paris 1750
1.e4 e5 2.Bc4 d6 3.Nf3 Bg4 4.Nc3 g6 5.Nxe5! Bxd1? [5...Be6 6.Bxe6 dxe5 7.Bb3 ± or 5...dxe5 6.Qxg4 ±] 6.Bxf7+ Ke7 7.Nd5#
The Legall trap can occur in many forms. Here is an example from the Scotch Game.
1.e4 e5 2.Nf3 Nc6 3.d4 d6 4.Nc3 Nf6
[Our exercise position arose after the moves 4...h6 5.Bc4 Bg4 6.dxe5 Nxe5? *(6...dxe5 =)*]
5.Bg5 a6?! The key ingredients for this trap are *Bc4 Nf3 Nc3* for white and *Bf8 Bg4* for black. If there is a black knight on f6, then it has to be pinned by *Bg5*. Usually, black must also make a time wasting move like *...a6*.
6.Bc4 Bg4 [6...exd4 7.Nxd4 ±] 7.dxe5 Nxe5? [7...Bxf3! 8.Qxf3 Nxe5 9.Qe2 Nxc4 10.Qxc4 Be7 ±] 8.Nxe5 Bxd1? [Better is 8...dxe5 9.Qxd8+ Rxd8 10.Bxf6 gxf6 11.Nd5 ±] 9.Bxf7+ Ke7 10.Nd5#

❾ 1.Bf4 b2 [1...Ka2 2.Bc1 =] 2.Bc1!
[2.Kc2? Ka2 −+] 2...bxc1=Q+ [2...Kb3 Bxb2=]
3.Kxc1 Kb3 4.Kd2 = (See exercise #1.)
(1.Bd6+? Ka2 −+) (1.Kc1? Ka2 −+)
(1.Bh4? b2 2.Bxf6 b1=Q+ −+)

❿ rook, bishop, knight, pawn (not queen)

Best Move Contest #19 *(page 36)*

❶ 1.Qxf7+ Kh8 2.Qh5+ Kg8 3.Qh7+ Kf8 4.Qh8+ Ke7 5.Qxg7#
(1.Qh7+? Kf8 2.Qh8+ Ke7 3.Qxg7 Rf8 =)

❷ 1.Qxf8+ Kxf8 2.Rc8#

❸ 1.Rxg7+ Kxg7 [1...Kh8 2.Qxh6+ Bh7 3.Qxh7#] 2.Re7+
2...Kg8 3.Qg4+ Bg6 [3...Kh8 4.Qg7#] 4.Qxg6+ Kh8 5.Qh7#
2...Kf6 3.Qe5+ Kg6 4.Rg7#
2...Kh8 3.Qxh6+ Kg8 [or 3...Bh7] 4.Qg7#
2...Rf7 3.Qxf7+ Kh8 4.Qg7#
White *destroys* the black pawn shield to open the king for a mating attack.

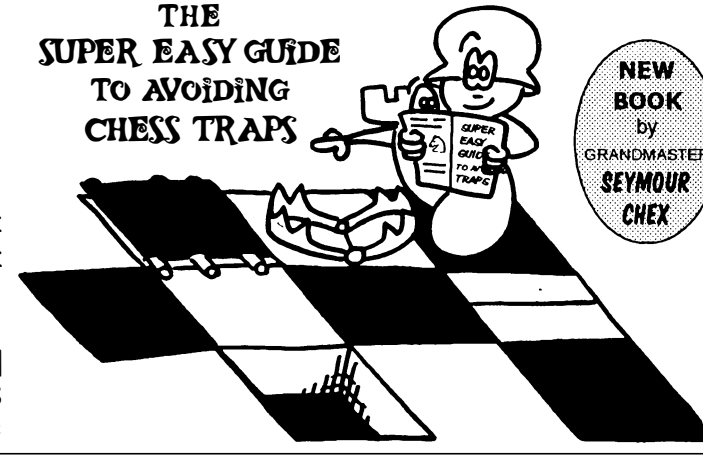
❹ 1.Bf7+ Kxf7 [1...Ke7 2.Bg5+] 2.Qxd8
Deflect-o-mundo!

❺ 1.Rd7+ Kxd7 2.Qxb7+
(1.Nb5+? [or 1.Rbc1+?] 1...Kb8 ∓)

❻ 1.Rxd7 Kxd7 [1...Qxd7 2.Qxe3+] 2.Rd1
Pinning and winning the black queen.
(1.Rc3? Qxc3! ∓) (1.Rg3? f4 ∓)

❼ 1.Rd1
White defends against the d-file x-ray by setting up a discovered attack. 1...Rxd6 [1...b6 2.Bc2 +−] 2.Bh7+ Kxh7 3.Rxd6 ±
(1.Nxb7 Rxd3 = [2.Rxc6? Rd1#])
(1.Ba6!? Rxd6 [1...bxa6? 2.Rxc6] 2.Bxb7 Nd4 =)
(1.Re1 Kf8! [1...Rxd6? 2.Re8#] *2.Nxb7 Rxd3 =)*
(1.Nxf7? Rxd3 −+)

❽ 1.Qd3 =
White breaks the pin on the knight at f3.
(1.Re1 Nd4 ∓)
(1.g4? Nxg4! ∓ 2.hxg4? Qxg4+ 3.Kh2 [3.Kh1 Qh3+ 4.Kg1 Bxf3 −+] 3...Qf4+ 4.Kg2 Nd4 −+)



❾ 1.Ke2
To draw the ending K + P vs. K, the black king must either block the pawn or have the opposition when the white king is ahead of the pawn.
1...e5 2.Ke3 Kd5 3.Kd3! e4+ 4.Ke3 =
1...Kd5 2.Kd3! =
1...Ke5 2.Ke3! Kf5 3.Kf3 = Let's follow this line further. The black king has three rules to follow for the draw:
A. Block the pawn whenever possible.
B. Move opposite the white king if he advances.
C. If a retreat is forced, stay on the same file as the pawn.
3...Ke5 4.Ke3 Kd5 5.Kd3 e5 6.Ke3 e4 7.Ke2 Kd4 8.Kd2! e3+ 9.Ke2 Ke4 10.Ke1! Kf3 11.Kf1 e2+ 12.Ke1 Ke3 stalemate!
(*1.Ke3? Ke5!* −+) (*1.Ke1? Ke5!* −+)
(*1.Kf3? Kd5! 2.Kf4 Kd4 or 2.Ke3 Ke5!* −+)
❿ pawn

Best Move Contest #20 (*page 38*)

❶ 1.Qxb7+ Qxb7 2.Nb6#
❷ 1.Rh6
1...gxh6 2.Qf6#
1...Qe4 [1...Rxb3 2.Qxh7#] 2.Rxh7#
(*1.Rf6? Qc5* −+) (*1.Rxd6? Qxd6* −+)
❸ 1.Re8+ Kh7 [1...Nf8 2.Qxg7#] 2.Rh8+! Kxh8 [2...Nxh8 3.Qxg7#] 3.Qh6+ Kg8 4.Qxg7#
(*1.Ne7+? Kh7* −+)
❹ 1.Bxf6 Bxf6 2.Qe4
Double attack: rook on a8 and mate on h7.
2...g6 [2...Rb8 3.Qxh7#] 3.Qxa8

❺ 1.Rd6 Qc7 [1...Qe8 2.Rd8] 2.Rd8+ Kh7 [2...Qxd8 3.Qxd8+] 3.Rh8# [or 3.Qh8#]
(*1.e6? Rc1+ 2.Kh2 Qc7+ 3.g3 Qc2+* −+)
(*1.Ra8+? Rc8* =)
❻ 1.Ne6+
1...Rxe6 2.Qf8+ Kh7 3.Qh8#
1...Bxe6 2.Rxa8
1...Kf7 2.Qxd6 Kxe8 3.Nc7+ Kf7 4.Nxa8
1...Kh6 2.Rh8#
1...Kh7 2.Qxd6
(*1.Re7+? Kh6* ∓)
(*1.Nd3? Qf3! 2.Qxd6?* [*2.Rxc8 Qxd3* ∓]
2...Qd1+ 3.Kg2 Bh3+! [*or 3...Bb7+* −+]
4.Kxh3 Qf1+ 5.Kh4 g5+ 6.Kxh5 Qh3#)
❼ 1.Rxg6+
White "perps" to hold the draw. 1...fxg6 [1...Kh8? 2.Qf6+! Kh7 3.Qg7# or 1...Kh7 2.Rxh6+ Kg8 3.Rh8+ (*or 3.Rg6+* =) 3...Kxh8 4.Qh6+ Kg8 5.Qg5+ Kh7 6.Qh5+ Kg7 7.Qg5+ =]
2.Qxg6+ Kh8 3.Qxh6+ Kg8 4.Qg6+ Kh8 5.Qh6+ Kg8 6.Qg6+ Kh8 7.Qh6+ ½-½
(*1.Rc6? b2+! 2.Kd2 b1=Q+* −+)
(*1.Qxa2? bxa2*
2.Ra6 Rb1+ 3.Kd2 Rxh1 4.Rxa2 ∓
2.Kc2 Rfc8+ 3.Kd2 Rb1 4.Ra6 Rxh1 ∓)
❽ 1.b4 Bb6 2.Nd5
Disaster will soon strike on f6.
2...Be6 3.Bxf6 gxf6 4.Qh6! Bxd5 5.exd5 Ne5 6.Qxh7#
2...Re8 3.Bxf6 gxf6 4.Qh6 Re6 5.Nf4 Qf8 [5...Re8 6.Nh5!] 6.Qxf8+ Kxf8 7.Nxe6+ +-
2...Nxe4!? 3.Bxe4 [3.Bxd8? Nxd2 =] 3...Qe8 4.Qe2! +-
(*1.0-0-0 Be6* ±)
(*1.0-0 h6* [*1...Be6* ±] *2.Bxh6!?* [*2.Bh4* ±]
2...gxh6 3.Qxh6 Bxc3 4.bxc3 Re8 =)
(*1.Qf4 Bxc3+ 2.bxc3 h6 3.Bxf6 Qxf6 4.Qxf6 gxf6 = Both players have weak pawns.*)
❾ 1.Qe5+
In the endgame Q vs. R, when the rook is separated from its king, white can win the rook with an accurate series of checks. In this case, *1.Qd8+* and *1.Qb4+* also lead to a fork, but they are much slower. The way to win quickly is to find the wide angle fork, with the queen checking from far away.
1...Kc8 2.Qe8#
1...Ka7 2.Qa1+! Kb8 3.Qb1+ Kc8 4.Qxh7
1...Ka8 2.Qa1+!
2...Ra7 3.Qh8#
2...Kb8 3.Qb1+ Kc8 4.Qxh7
❿ 12
1.e4, 2.d4, 3.Nf3, 4.Nc3, 5.Bc4, 6.Bf4 7.Qd2, 8.Ke2, 9.a4, 10.Ra3, 11.h4, 12.Rh3

Best Move Contest #21 (*page 39*)

❶ 1.Qxg6+ hxg6 2.Bxg6#
(*1.Nc4? Bf5 2.Qh4! Bxd3* [*2...Qxd3 3.Nd6+* ±]
3.Nd6+ Kd7 4.Rad1 f5! 5.Nxf5!? Qxh4! 6.Nxh4 =)

❷ 1.Qxf6+ gxf6 2.Bh6#
(*1.Bh6!? Qd8!* ∞)

❸ 1.Bh6+
1...Kxh6 2.Qxf6+ Kh5 3.Qg5# [or 3.Bf3#]
1...Kg6 2.h5+ Kxh6 3.Qxf6+ Kxh5 4.Bf3#
1...Kh8 2.Qxf6+ Kg8 3.Qg7#
1...Kg8 2.Qg4+ Kh8 3.Qg7#
(*1.Rxc6!? Rxe3!* = [*1...bxc6? 2.Bh6+* +−])

❹ 1.Qxe8+ Nxe8 2.Ne7+ Kf8 3.Nxd5

❺ 1.Qxd5 Qxd5 2.Nxc7+ Kf8 3.Nxd5

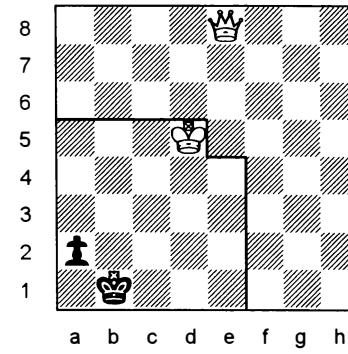
❻ 1.Rxf7+ Rxf7 [1...Kg8 2.Rxe7] 2.Nxe6+ Kg8 3.Nxc7
(*1.Qh4? Nf8!* =) (*1.Rdf1? Rf8* =)
(*1.Rh3? h5* ∓ [*1...Nf8 = or 1...Nf6* =])

❼ 1.Qf3
Unforking method #4. *Move away with a threat to win material.* By attacking the black rook, white gains time to save the rook on a1.
1...Nxa1? 2.Qxa8 Qf5 3.Ba6 +−
1...Rb8 2.Bd3! [or 2.Rad1 Nxd4 3.Qd3 ±]
2...Qg5? 3.Ne4! Nxe4 4.Qxe4 +−
2...Qh6 3.Bxc2 Qxd2 4.Qd3 +−
2...Nxd4! 3.Bxg6 Nxf3+ 4.Nxf3 hxg6 5.Rfe1 ±
(*1.Bd3? Nxe3 2.Bxg6 Nxf1 3.Bxh7+ Kxh7 4.Kxf1* −+)
(*1.Qd3 Qxd3 2.Bxd3 Nxa1 3.Rxa1 Bb7* =)
(*1.Qe7!? Bxh3! 2.Bxf7+* [2.Rac1? Qxg2# or 2.g3 Bxf1 3.Rxf1 Nxd4 4.Qxc7 Qh5 ∓] *2...Qxf7 3.Qxf7+ Kxf7 4.gxh3 Nxa1 5.Rxa1 Re8* ∓)

❽ 1.h3
The only way to avoid losing a piece.
1...exf3 2.hxg4 fxg2 3.Rg1 =
1...Bh5 2.g4
2...Bg6 3.Nd2 =
2...Bxg4 3.hxg4 exf3 4.Qxf3 ±
2...exf3 3.gxh5 Qf6 [3...Ngf6 4.Qxf3 ±]
4.Ne4 Qe7 [4...Qf5? 5.Nd6+] 5.Qxf3 Qb4+ 6.Nd2 ± [6...Qxb2? 7.Qxf7+]
(*1.Be2? exf3 2.Bxf3 Bxf3 3.Qxf3 Ngf6* −+)
(*1.Nxe4!? Qxe4 2.Bxf7+ Kxf7 3.Ng5+ Ke7 4.Nxe4 Bxd1 5.Rxd1 Ngf6* ∓)
(*1.Qb3!? exf3 2.Qxb7 Rb8 3.Qxc6*
3...fxg2 4.Qxg2 Ngf6 ∓
3...Rxb2!? 4.Qc8+ Qd8 5.Bxf7+ Ke7 6.Nd5+ Kxf7 7.Qxd8 fxg2 8.Rg1 Re2+ ∓
3...Qb4! 4.Bb3 [*4.gxf3 Ne7 5.Qa4 Bxf3* −+]
4...Ne7 5.Qe4 Nf6 6.Qe5 0-0 ∓)

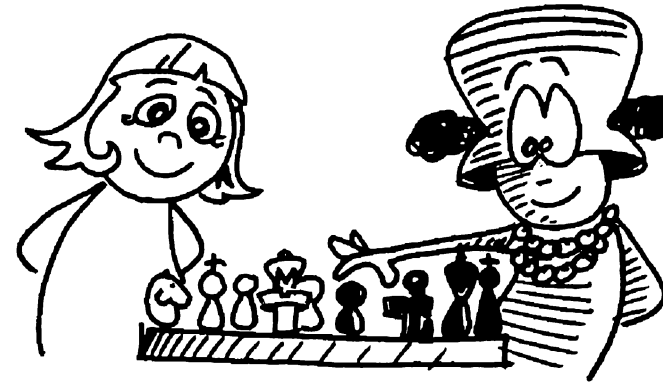
❾ 1.Qg7
To win against a pawn on a2, the white queen must prevent the black king from reaching the corner. (1...Kc2 2.Qa1! +−) Black draws against other moves with a stalemate defence.
(*1.Qb5+ Kc2 2.Qa4+ Kb1 3.Qb3+ Ka1! and white has no time to bring the king closer because 4.Kc5 is stalemate.*)
(*1.Qh3+ Kb2 2.Qg2+ Kb1 3.Qf1+ Kb2 4.Qe2+ Kb1 5.Qd1+ Kb2 6.Qd2+ Kb1 7.Qb4+ Ka1! = as above.*)

#9b



In the diagram above, black loses if the white king is within the box, because white can then force mate, usually after black promotes the pawn. With the king on d5: 1.Qe1+ Kb2 2.Qd2+ Kb1 3.Kc4! a1=Q 4.Kb3 and mate cannot be avoided. With the king on e4: 1.Qb5+ Ka1 2.Qe2 Kb1 3.Kd3! a1=Q 4.Qc2#

❿ castles (or the first move in a game)

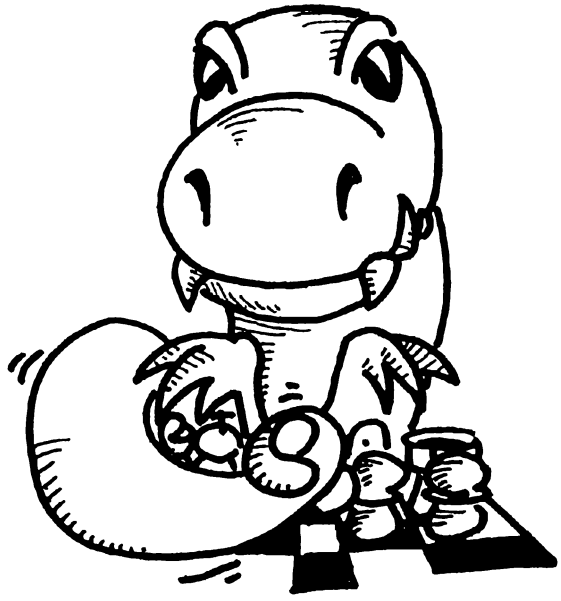


Best Move Contest #22 *(page 40)*

❶ 1.Rxg6+ Seek and destroy!
1...hxg6 [1...Kh8 2.Qxh7#] 2.Qh7#
1...Qg7 2.Rcxg7+ Kh8 3.Rxh7#
(1.Qh6? Qxf2+ 2.Kh2 Qf4+ 3.Qxf4 Rxf4 −+)
(1.Qe7? Qxf2+ 2.Kh2 [*2.Kh1 Rd1+*] *2...Qf4+ 3.Kg1 Rd1+ 4.Re1 Rxe1+ 5.Qxe1 Qxc7 −+)*

❷ 1.Rxh7+ Rxh7 [or 1...Kxh7] 2.Qxg6#

❸ 1.Qxb8+
1...Rxb8 [1...Bc8 2.Bb5#] 2.Bb5+ Bc6 3.Bxc6#
1...Kd7 2.Qxb7+
[2.Bb5+ Bc6 3.Qb7+ Ke8 (*or 3...Kd6*) 4.Qxc6#]
2...Kd6 [2...Ke8 3.Bb5#] 3.Rad1+ Qd3 4.Rxd3#



❹ 1.d5
1...Ne7 [or 1...Ne5] 2.Qa4+ Bd7 3.Qxe4
1...Nxf2 [1...Bd7 2.dxc6] 2.Rxf2

❺ 1.e4 White sacks a pawn to *clear* a diagonal for the bishop on f1.
1...dxe4 [1...Nxe4 2.Bb5 or 1...Bxe4 2.Bb5]
2.Bb5 exf3 3.Bxd7+ [3...Nxd7 4.Qxb7!]
1...a6 [or 1...0-0] 2.exf5

❻ 1.Re6
1...fxe6 2.Qh8+ Kf7 3.Qg7#
1...Qxe6 [or 1...Rxe6] 2.Qg7# [or 2.Qh8#]
1...f6 [1...Re1+ 2.Rxe1] 2.Rxe7 R8xe7 3.Qxf6
(1.Rxg6+? fxg6 −+)

❼ 1.Bc4+ bxc4 2.Qd2 ±
White gives back a piece to stop mate, but remains a pawn ahead.
(1.Bxf5? Qxh2+ 2.Kf1 Qf2#)
(1.Be3? Qxh2+! [*1...Nxe3? 2.Qxc6!* ±] *2.Kf1 Nxe3+ 3.Ke1 Qg1+* [*3...Qg3+! 4.Ke2 Nd5! −+*] *4.Ke2 Qxa1 5.Kxe3 Qxb2 6.Qxc6 c4 −+)*
(1.Qe6+? Kh8 2.Be3 Qxh2+ 3.Kf1 Nxe3+ −+ winning the same way as against 1.Be3.)

❽ 1.f4
Pawn structure is the key to correct strategy. The two pawns facing each other at e4 and e5 are called a *ram*. The best plan for both players is to attack the ram with a pawn, and try to get rid of the opponent's pawn. This can be done from either neighbour file. For white, that means playing a pawn to d4 or to f4. These moves are called *levers*, because they are used to pry open files. *Whenever you see a ram, look for a lever.* In this example, f4 is the right way to go.
1...exf4 2.Bxf4 ± [2.Rxf4!? ±] White has the open f-file and better control of the centre.
1...Bg4 2.Qf2 ±
1...c6 2.h3 ± Now white is ready to play *Be3* [2.Be3 Ng4 =] and develop the rook from a1. White can open the f-file later with *fxe5* or launch a *pawn storm* with *f5*, *g4*, *g5*.
(1.h3 ± is also a very good move, if the plan is to continue with f4, or with Be3 and d4. [*1.f4 is a bit better because in the line 1...Bg4 2.Qf2 white will gain a tempo with the useful move 3.h3.*])
(1.Be3 is a good idea, developing a piece and preparing pawn to d4, but black can reply 1...Ng4! freeing the bishop on e7 and hoping to take the bishop on e3. After 2.Bd2 Bg5 =, black trades off their "bad bishop" [*the one blocked by its own pawns*].)
(1.Bg5? Nxe4! 2.Bxe7 [*2.dxe4 Bxg5 ∓*] *2...Nxc3 3.bxc3* [*3.Bxd8? Nxe2+ 4.Kh1 Rxd8 −+*] *3...Qxe7 ∓)*
(1.Nd5?! Nxd5 2.Bxd5 c6 3.Bb3 Bg5 =)

❾ 1.Kd5
Rook pawns (those on the a or h files) often increase the chances for a draw in basic endgames. In pawn endings, they create new stalemate possibilities.
White wins in this position by sacrificing the f-pawn while it is still on f4, which will leave the black king too far away from the corner to make a draw.
1...Kf5 2.Kc5 Kxf4 3.Kb5 Ke5 4.Kxa5
If the white king gets to b7, he wins. If black gets to c8, the game is drawn.
4...Kd6 5.Kb6 Kd7 6.Kb7 1-0
(White wins just as quickly with 1.Kd4.)
(1.f5? Kf7 2.Kd5 Kf6 3.Kc5 Kxf5 4.Kb5 Ke6 5.Kxa5 Kd7 6.Kb6 Kc8 = Now the black king is stalemated after 7.a5 Kb8 8.a6 Ka8 9.a7 and the white king is stalemated after 7.Ka7 Kc7 8.a5 Kc8 9.a6 Kc7 10.Ka8 Kc8 11.a7 Kc7! Isn't that something?)

❿ 8

Best Move Contest #23 (*page 41*)

❶ 1.Rf6 Rxh4 [or any other move] 2.Rf8#
(*1.Nd5? Kf7 ∓*) (*1.Re7? Rxh4 −+*)

❷ 1.Qxf8+ Kxf8 2.Bh6+ Kg8 3.Re8#
(*1.Nxd5? Bf5+! ∓*) (*1.Be5? f6 ∓*)

❸ 1.Qf8+ Kxf8 2.Bd6+ Ke8 3.Rf8#
A queen sacrifice and a *double check* set up the standard *rook and bishop mate*.

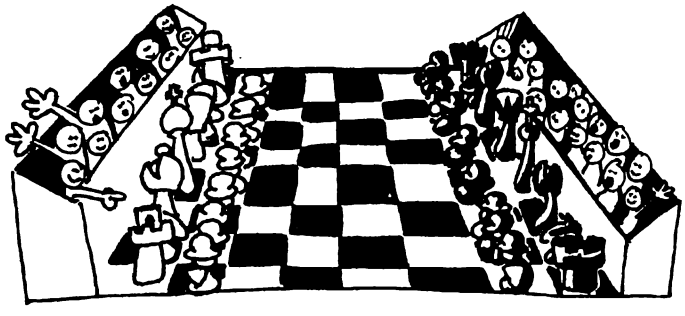
❹ 1.Rxf5 Rxf5 2.g4 [2.a4? Kf6 3.Bxf5 Kxf5 =]
2...hxg4 3.hxg4 Kf6 4.Bxf5 [or 4.gxf5]
White sacks "the ex" to create a *pin*, then attacks the pinned piece with a pawn.
(*1.g4? Bxd3+ 2.Kxd3 Rxf1 −+*)
(*1.Bxa6? Ra8 2.Bb7 Rxa2+ ∓*)

❺ 1.Bf5
1...Qxf5 2.Qd8#
1...Ne5 2.Bxd7+ [or 2.Qd5! or 2.Bf4!?]

❻ 1.Re6+ Kd8 2.Rd6
2...Ke7 3.Rxd7+ Ke6 4.Ng6! Kxd7 5.Nxf8+
2...Re8 3.Rxd7+ Kc8 4.Bf5! [4.Ra7 Kb8 ∞]
4...Rxe5 5.Rd5+ Rxf5 [5...Kc7 6.Rxe5] 6.Rxf5

❼ 1.Re5 Qxe5 2.f4+ Qxf4 [2...Kf5 3.fxe5 =]
3.gxf4+ Kxf4 4.Kf2 = See exercise #19 (9).
(*1.f4+? Kg4 2.Re5 Qc2+ 3.Kg1 Kf3 −+*)

❽ 1.Bxh6
White sacrifices a piece to break down the defences around the black king. It's hard to calculate all the lines exactly, but it is clear that white gets a very strong attack and at least two pawns for the bishop to start with. Sometimes we have to be bold and give up a piece on faith and general principles.
1...gxh6 2.Qxh6
2...b4 3.Qh7#
2...Nf6 3.Qg5+ Kh8 4.Qxf6+ Kg8 5.Qg5+ Kh8 6.Qh6+ Kg8 7.Qh7#
2...Re8 3.Bh7+ Kh8 4.Bg6+ Kg8 5.Qh7+ Kf8 6.Qxf7#
2...f5 3.Qg6+ Kh8 4.Rd3 Rf6 [4...Nf6 5.Rg3 or 4...fxe4 5.Rg3 +− or 4...f4 5.Qh7#]
5.Qh5+ Kg7 6.Rg3+ Kf8 7.Bxf5 b4 [7...Ke7 8.Rg7+ Kd8 9.Ne4 Rf8 10.Qg5+ +−]
8.Qh8+ Ke7 9.Rg7+ Rf7 10.Bg6! Rxg7 11.Qe8+ Kf6 12.Ne4#



Declining the sacrifice is no better.
1...Nf6 2.Qg5 Ne8 3.h5! f5 [3...b4 4.Bxg7!]
4.Bxg7! Nxg7 [4...fxe4 5.Bf6+ Kf7 6.Qg6#]
5.h6 Rf7 6.hxg7 Rxg7 [6...fxe4 7.Rh8#]
7.Qd8+ Bf8 [7...Kf7 8.Rh8!] 8.Rh8+! Kxh8
9.Qxf8+ Kh7 10.Rh1+ Kg6 11.Rh3 +−
1...b4 2.Qg4 [2.Bxg7!? +−] 2...g6 3.Bxg6 f5 [3...Kh8 4.Bh7!] 4.Bxf5+ Kf7 5.Bg6+ Ke7 6.Qe6+ Kd8 7.Bg5+ +−
(*1.Qf5? Nf6 −+ Oops!*)
(*1.g4? Nf6 −+ Oops again!*)
(*1.Rh3? Nf6 −+*)
(*1.Kb1 Nf6 2.Qf3* [*2.Qe2 b4 −+*] *2...Bg4 3.Qg3 Bxd1 4.Rxd1* [*4.Bxh6 Bg4 −+*] *4...b4 5.Bxh6 Nh5 −+*)

❾ 1.Rxh2 (1...Rxh2 2.b8=Q or 1...Rb8 2.Kc6)
(*1.Kb6? Kg3 =*)

❿ move the king

Best Move Contest #24 (*page 42*)

❶ 1.Rxh5+ Bxh5 2.f7+ Be5 3.Bxe5#

❷ 1.Be6+
1...Kf8 2.Rg8#
1...Kh8 2.Qxf6+ Kh7 3.Bg8# [or 3.Bf5#]
1...Kh7 2.Qd3+
2...Kh8 3.Rg8#
2...f5 3.Qxf5+ Kh8 4.Rg8#

❸ 1.Nxf7+ Kh7 [1...Kg8 2.Nxh6#] 2.Ng5+ Kg8 3.Rg7+ Kh8 4.Rh7+ [or 4.Rxg6+ Rf6 5.Bxf6#] 4...Kg8 5.Rh8#
Disco disaster for black.

❹ 1.d7
1...Rd8 2.Qxe3
1...Qxd2 2.dxe8=Q+ [2...Kh7 3.Be4+]
1...Rce4!? 2.dxe8=Q+
[or 2.d8=Q +− but not 2.Bxe4? Qxe4+ =]
(*1.Qxe3? Rxe3 2.Rd1 Rc8 ∓*)

❺ 1.Qxf8+ Qxf8 [1...Kc7 2.Qxb4 Nxb4 3.f8=Q]
2.Re8+ Kc7 [2...Qxe8 3.fxe8=Q+]
3.Rxf8 Ndf6 [3...Kd7 4.Rb8 and 5.f8=Q]
4.Rc8+ [or 4.Re8] 4...Kxc8 5.f8=Q+
(*1.Re8+? Kc7! 2.Qxf8* [*2.Rxf8 Qe1+*] *2...Qd4+ 3.Kh1* [*3.Kf1 Qf2#*] *3...Qd1+* [*or 3...Nf2+*] *4.Re1 Qxe1+ 5.Bf1 Qxf1#*)

❻ 1.Qxf4 Nxf4 2.c7 [Δ 3.c8=Q+]
Promo time!
(*1.Qe8+? Rf8!* −+)
(*1.cxb7?* [*or 1.c7? or 1.Qxg6?*] *1...Rd1+ 2.Nxd1* [*2.Nf1 Rxf1#*] *2...Rf1#*)

❼ 1.Qb4+ Kg7 2.Nd2 +−
White defends the pinned bishop and keeps an extra piece.
(*1.Nd2? Qxd2 2.Bxh3* [*2.Qb4+ Qxb4 3.axb4 Bd7* ∓] *2...Qxa5* =)

❽ 1.Rd1
The rook takes control of the open file and penetrates to the seventh rank next turn.
1...c6? 2.Rd7 Kf8 3.Rxb7 +−
1...Nc6 2.Rd7 Rc8 [2...Rd8? 3.Bxc6 +−]
3.Bd5 Nd8 4.Re7
4...c6 5.Bg2 f6 6.Bh3 Rb8 7.b4 ±
4...Ne6 5.Rxe6! c6 6.Re7 +−
(*1.Bxb7? Rb8 2.Bf3 Rxb2* =)

❾ 1.Nb4 Ke4 2.Nd3!
White wins by defending the pawn from the rear. The black king never catches up if he takes the knight.
2...Kxd3 3.f5 Ke4 4.f6 Kf5 5.f7 Kf6 6.f8=Q+
(*1.Ke2? Ke4* =)
(*1.Nc7? Ke4 2.Ne6 Guarding from the front only draws. 2...Kf5 3.Ke2 Kxe6 4.Kf3 Kf5* =)
(*1.Nc5!? Kxc5 2.Ke2 Kd5* [2...Kd4? 3.Kf3 +−] *3.Kf3 Ke6 4.Kg4 Kf6* =)

❿ yes
Eight captures are needed to promote all 16 pawns (to knights). The pieces taken can be queens, rooks, and bishops. That allows both players to keep their original knights. Try it!

Best Move Contest #25 *(page 43)*

❶ 1.Qf8+ Rg8 2.Ng6+ hxg6 3.Qh6#

❷ 1.Re8+
1...Bxe8 2.Qg8# [or 2.Qf8#]
1...Qxe8 2.Qxf6#

❸ 1.Qe6+ Kg5 2.Rg1+ [2.Qf5+? Kh6 −+]
2...Qxg1 3.Qf5+ Kh6 [or 3...Kh4] 4.Qh5#
2...Kf4 3.Nd5#
2...Kh4 3.Qg4#
A tough *deflection* to find!
(1.Nd5+? Kg5 −+)

❹ 1.Nxd5 Qxd5 [1...Be6 2.Nc3]
2.Ng5+ [2.Nxe5 +−] 2...hxg5 3.Bxd5
A *decoy* sacrifice lures the black queen onto a dangerous diagonal.
(*1.Nxe5? Nd4!* [*1...Ncb4 2.Qd2 Bxe5* =]
2.Qd2 Nxc3 3.Bxc3 Bxe5 ∓)

❺ 1.Nxc7 Qxc7 [1...Bb7 2.Nxa8] [1...Rb8 2.Nxe8]
2.Bxe6+ Bxe6 3.Rxc7

❻ 1.Nd5+
1...cxd5 2.Rxe6
1...Kc8 2.Rxc6+ Qxc6 [2...Kb7 3.Rxe6]
3.Ne7+ Kb7 4.Nxc6 Kxc6 5.Qd6+ Kb7
[5...Kb5 6.c6] 6.c6+
1...Qxd5 2.exd5 Nxb6 3.cxb6+
(*1.f5? Qe5 2.Rxa6 Nxc5 3.Ra7+ Kb8* =)

❼ 1.Rc5+ Qxc5 ½-½ stalemate

❽ 1.Ra8
White is up a pawn and *simplifies* by trading rooks. Rooks are great at making things complicated, so the defender usually likes to keep them on the board. The famous saying goes, "All rook endings are drawn." That's not exactly true, but the point is that rook endings are tricky and the defence often manages to draw, even though they are down a pawn. In this example, the rook trade leads to an easy bishop ending.
1...Rxa8 2.Bxa8 f6 [2...c4 3.b4 +−] 3.Ke2 Kf7 4.Kd3 Ke7 5.c4 Kd6 6.Kc3 g5 7.b4 cxb4+ [7...h5 8.b5! +−] 8.Kxb4 f5 9.c5+ Kc7 10.Kc3 h5 11.Kd4 h4 12.Ke5 Bd7 13.Bd5 g4 14.Be6 Bxe6 [14...gxh3 15.gxh3 Bc6 16.Kxf5 +−] 15.Kxe6 f4!? [Black sets a cheesy trap!] 16.f3! [16.hxg4? f3! −+ or 16.Kf5? f3 −+] 16...gxf3 17.gxf3 Kc6 18.Ke5 Kxc5 19.Kxf4 1-0

Black keeps things tricky against other moves. Here are some sample lines.
(*1.c4 Kg7 2.Ra6 Rb8 3.Bd1* [*3.Rc6? Rxb3 4.Rxc5 Rc3* =] *3...Rc8* ±)
(*1.Ke2 Kg7 2.Kd3 Kf6* ±)
(*1.Ra7 c4!? 2.b4* [*2.bxc4 Rxc4* ±] *2...c3 3.Ke2 Bf5 4.Kd1* [*4.Bd5 Bxc2 5.Rxf7 Kh8* ∞] *4.Kd1 Rd8+ 5.Kc1 Rd2 6.Bd1 Rxf2 7.b5 Be4 8.b6 Bxg2 9.b7 Bxb7 10.Rxb7 Rh2* ∞)
(*1.Ra6 c4* [*1...Bf5!?*] *2.b4 c3 3.Be2* [*3.Rc6 Rb8 4.Rxc3 Rxb4* ±] *3...Bf5 4.Ra2 Rb8 5.b5 Bd7 6.Ra5 Bf5 7.Ra3 Bxc2 8.Rxc3 Ba4* ±)

❾ 1.b4
White wins by making an *outside passed pawn*, which is then sacrificed so that the white king gets to the kingside pawns first.
1...Ke5 2.b5 d4+ 3.Kd3 Kd5 4.a5 Kc5 5.b6! axb6 6.axb6 Kxb6 7.Kxd4 Kc6 8.Ke5 Kc5 9.Kf5 Kd4 10.Kg6 Ke4 11.Kxh6 +–
1...a6 2.Kd4 Kc6 3.Ke5 +–
(*1.Kd4? a5! 2.b3 Kc6!*
[*2...Ke6? 3.Kc5 Ke5 4.b4! and white wins after 4...d4* (4...axb4 5.Kxb4 d4 6.a5) *5.Kc4! which forces the black king onto a* checkable square, *5...Ke4* (5...axb4 6.Kxb4 d3 7.Kc3 Ke4 8.Kd2) *6.bxa5 d3 7.a6 d2 8.a7 d1=Q 9.a8=Q+* +–]
Continuing from *2...Kc6* above:
3.Kd3 [*3.Ke5 Kc5!* –+] *3...Kc5 4.Kc3 d4+ 5.Kd3 Kb4 6.Kxd4 Kxb3* –+)

❿ 5
white: Ne1 Ne2 Ne3 Ng3 Ng4 black: Ke4

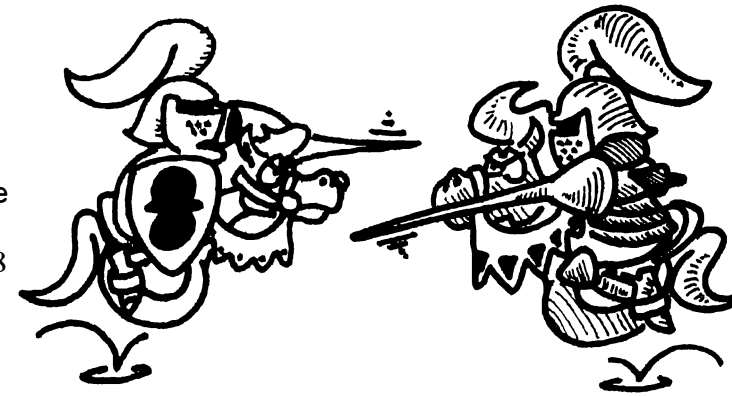
Best Move Contest #26 (*page 50*)

❶ 1.Nxf7+ Kg8 2.Nh6#
❷ 1.Nd7+ Kc8 2.Nxb6#
❸ 1.Rxg6+ hxg6 2.Nh6#
Knight and bishop do it again, with a little help from her majesty.
❹ 1.Ba6 Ra8 [1...Ne4 2.Bxc8 or 1...Rb8 2.Bxb8 or 1...Rc6 2.Bb7!] 2.Bb7 [Δ 3.Bxa8]
Black is suffering from a condition called "Trapped Rook Syndrome".
❺ 1.Qg6 Nf6 [1...Na5 2.Qxh5] 2.Rxf6 [2...Na5 3.Qg3 or 2...Kh8 3.Rxf7]
White uses a double *pin* to win the knight.
❻ 1.g4 Bg6 [1...Bxg4 2.hxg4] 2.Qxg6
❼ 1.Bc2
The best way of stopping a fork by ...*e4*.
1...exd4 [1...e4 2.Nh4 = or 1...Rac8 2.Bb3 =]
2.Nxd4 Re2!? [2...Bxd4+ 3.cxd4 =] 3.Rf2 Rxf2 4.Kxf2 Ng4+ 5.Kg1 Re8 6.Bb3 =
(*1.Bb1?! Blocking the rook on a1. 1...Rac8* ∓)
(*1.Nxe5? Rxe5* –+ *The d-pawn is pinned.*)
(*1.Be2? exd4* –+ [*2.Nxd4? Rxe2!*])
(*1.Rae1?* [*or 1.Kg2?*] *1...e4* –+)

❽ 1.Kd2 Rbc8 2.Rhc1 ±
The endgame is here, so the white king doesn't want to castle and hide any more. Time to come out and fight like a man! Plus, his services are needed to challenge black's control of the open c-file.
2...Rc3 [2...g6 3.Rxc5 Rxc5 4.Rc1 ±] 3.Rxc3
3...bxc3+? 4.Kc2 Rc5 5.Nd1 ±
3...Rxc3 4.Nd1 Rc5 5.Rc1 Rxc1 6.Kxc1 ±
The blocked centre favours the knight.
(*1.0-0? Rbc8* ∓)
(*1.Nf5+? Bxf5 2.exf5 Rxd5* –+)
(*1.Nc4? Bxa4! 2.Nxa5* [*2.bxa4 Rxc4* –+ *or 2.Nxd6 Kxd6 3.bxa4 Rc2* –+ *or 2.Ne3! Bd7* ∓]
2...Rxa5 3.bxa4 [*3.Ra1 Rba8*] *3...Rxa4* –+)

❾ 1.Rh8 (1...Rxa7 2.Rh7+ Kg6 3.Rxa7 or 1...Kg7 2.a8=Q)
(*If it were black to move in the diagram, then black can draw by 1...Kg7! avoiding the x-ray attack. The black king then stays on g7 or h7, and the black rook stays on the a-file. If the white king protects his pawn, black checks him away then returns the rook to the a-file to keep pressure on a7. 2.Kc1 Kh7 3.Kb1 Ra6 4.Kb2 Kg7 5.Kb3 Kh7 6.Kb4 Ra1 7.Kb5 Kg7 8.Kb6 Rb1+ 9.Kc7 Ra1! 10.Kb7 Rb1+ 11.Kc7 Ra1* =)

❿ 6
through b1, c2, d3, d7, h5, or h1



Best Move Contest #27 (*page 51*)

❶ 1.Rd8+ Kg7 2.Qf8#
❷ 1.Rxh5+ Kxh5 2.Rh7#
❸ 1.Re8+ Kd7 2.Bb5#
❹ 1.Rxe5 Qxe5 [1...Qd6 2.Rce1]
2.Ng6+ hxg6 3.Qxe5
First a sack, then a disco attack.
❺ 1.d5 Nce5 [1...Qg6 2.dxc6 or 1...Ne7? 2.Bxf6]
2.f4 Nc4 [2...Qd6 3.fxe5] 3.Qd3 Qe7 4.Qxc4
❻ 1.Nf6+ gxf6 [1...Kf8 2.Nxd7+]
2.Bxc6+ Kf8 3.Bxd7
(*1.Rd1? Bf4+* ∓)

❼ 1.Qa7+ Bxa7 2.Rc7+ Kg6 3.Rxg7+ Kxg7 +–
White sacrifices to stop mate and reach a winning endgame with *good knight* vs. *bad bishop*. But accurate play is still required.
[The obvious 4.Ne4? loses to 4...Kg6! as white is stuck for a move. 5.Nxd6 Bf2+ 6.Kg4 h5#]
[4.Ne4?! Bc5 is needlessly tricky.
5.b6? Kg6! 6.b7 Bf2+ 7.Kg4 h5#
5.Kh5?! e4! 6.fxe4 f3 7.Kg4 f2 ∞
5.Kg4! Kg6 6.h4! h5+ 7.Kh3 Kf5 8.b6 +–]
The best move is 4.Kh5! A sample game goes 4...Bb6 5.Ne4 [5.Nc4? e4! 6.fxe4 f3 ∞] 5...Bc7 [5...Bc5? 6.Nxc5 dxc5 7.b6] 6.h4 Bb8 [6...Kh7 7.Nf6+] 7.b6 Kh7 8.Kg4 Kg6 9.h5+ Kg7 10.Kf5 Kf7 11.Nf6 Ke7 [11...Kg7 12.Nd7] 12.Kg6 Kd8 13.Kxh6 1-0
(*1.Qxd6? Qg5#*)
(*1.Rg1? Bxg1 –+ [or 1...Qxg1 –+]*)
(*1.Ne4? Bf2+* [or 1...*Bd8+ 2.Kh5 Qg6#*]
2.Nxf2 [*2.Kh5 Qg6#*] *2...Qg5#*)

❽ 1.Bxf6 Bxf6 [1...Qb6+ 2.Kh1 Bxf6 3.Nd5 ±]
2.Nd5 ±
The white knight has a perfect "outpost" at d5. But before he could move there, the black knight on f6 had to be eliminated.
An *outpost* is a square on the opponent's side of the board that is protected by a friendly pawn and that cannot be attacked by an enemy pawn. Knights love them!
(*1.Nd5? Nxd5 2.Bxe7* [*2.exd5 Bxg5*] *2...Nxe7 –+*)
(*1.Qe2? Nxe4! 2.Bxe7?* [*2.Nxe4 Bxg5 ∓*]
2...Nxc3 3.Bxd8? [*3.bxc3 Qxe7 –+*] *3...Nxe2+ 4.Kf2 Rfxd8 5.Kxe2 Rxc2+ –+*)
(*1.Qd3 Ng4! 2.Bxe7 Qxe7 3.Nd5* [*3.Qe2 Nf6 =*]
3...Qa7+ 4.Kh1 Nf2+ 5.Rxf2 Qxf2 6.Ne7+ Kh8 7.Nxc8 Rxc8 8.Qxd6 Qxc2 9.Rd1 h6 =)
(*1.a4 Nxe4!?* [*1...b4 2.Bxf6 bxc3 3.Bxe7 Qxe7 4.b3 ±*] *2.Bxe7* [*2.Nxe4 Bxg5 ∓*] *2...Nxc3 3.Qxd6* [*3.Bxd8 Nxd1 4.Be7! Ne3 5.Bxf8 Nxf1 =*] *3...Qxd6 4.Bxd6 Rfd8 =*)
(*1.Qd2?! b4 2.Bxf6 bxc3 3.Bxe7 cxd2 4.Bxd8 Rfxd8 5.c3 d5 6.exd5 Rxd5 7.Rad1 =*)

❾ 1.Kc4 a1=Q 2.Kb3 Mate is unstoppable.
See exercise #21.

❿ 2

Best Move Contest #28 (*page 52*)

❶ 1.Rh8+ Kxh8 2.Qh3+ Kg8 3.Qh7#
(*1.gxf7+? Rxf7 2.Qc8+ Rf8 3.Qe6+ =*)

❷ 1.Qf8+ Kxf8 [1...Rxf8 2.Ne7#] 2.Rh8#
(*1.Qh4? f6 –+*) (*1.Ne7+? Rxe7 –+*)

❸ 1.Rd8+ Ka7 2.Ra8+ Deeking the king.
2...Kxa8 3.Qc8+ Ka7 4.Qxb7#
(*1.Qf8+? Ka7 2.Rd8 Qe1+ 3.Kh2 Bxf2 –+*)

❹ 1.Qh4 Forks the rook and bishop.
1...Qe8 2.Rxe5! [2...Qxe5 3.Qxd8+]
1...Rd1+ 2.Nxd1 Bxd1 3.Qd8+ Kb7 4.Qxd1
1...g5 [1...Bf3 2.Qxd8+] 2.Qxh5

❺ 1.Nxd5 Rxd5 2.e4 Rd7 [or 2...Rc5] 3.exf5

❻ 1.d6
1...Bxd6 2.Qd5+ Kg7 3.Qxd6
[Not 2.Nb5? Qxc1! 3.Nxd6 Red8! –+]
1...e4!?
2.Qg3! Bxd6 3.Qxd6 [or 3.Rxd6] +–
2.dxc7!? exf3 3.Nd5 +–
[Not 2.Qxe4? Bxd6 3.Qd5+ Kg7 4.Qxd6? because of 4...Re1+ 5.Rxe1 Qxd6 –+]
(*1.Nb5?* [*or 1.Ne4?*] *1...Qxc1! –+*)

❼ 1.Bb5
This pin not only saves the queen but wins material as well.
1...Bxb5 2.Qxa8 +–
1...0-0 2.Bxc6 Nxc6 3.Qxc6 +–
1...Qd7 2.Qxa8 Bxa8 3.Bxd7+ Nxd7 4.Nc3 +–
1...Bxd2+ 2.Kxd2!? [Better than 2.Nbxd2 Bxb5 3.Qxa8 Nb4 ±] 2...Bxb5 [2...Ne7 3.Qxa8 +– or 2...0-0 3.Bxc6 +–] 3.Qxa8 +–
(*1.Qxb4 Nxb4 2.Bxb4 –+ B+N+p for Q*)
(*1.Qxa8 Bxa8 –+ R+p for Q*)
(*1.Ba6!? Bxb7 2.Bxb7 Nd7 3.Bxa8* [*3.Bxd5 Bxd2+!*] *3...Qxa8 –+ R+p for Q*)

❽ 1.c4
White has the advantage in the diagram because of the bad black bishop (blocked by its own pawns) and the weaknesses in the black pawn structure (isolated d-pawn, doubled f-pawns). But it is the pin on the d-file which allows white to win a pawn. After 1.c4, white will follow up with *cxd5*.
(*Against other first moves by white, like 1.Kf1, black plays 1...Kc7, guarding the rook on d6 and breaking the pin.*)

❾ 1.Kf6
1...Kc5 2.Ke6 The critical *zugzwang* position. Black must move and loses the pawn and the game.
Trickier is 1...Kb5!? 2.Ke7! Kc5 3.Ke6 +–
(*1.Ke6? Kc5 –+*)
(*1.Ke4? Kc5 2.Ke3! Kxd5 3.Kd3 =*)

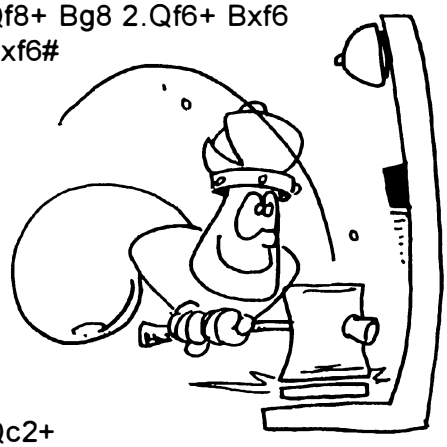
❿ 96 16 pawns x 6 moves each = 96

Best Move Contest #29 (*page 53*)

❶ 1.g7+ Kxg7 2.Qa1#
(*1.Qxg8+? Kxg8 2.gxh7+ Kh8* =)

❷ 1.h4+ Kh5 2.Rf5+ gxf5 [or 2...g5] 3.Bf7#

❸ 1.Qf8+ Bg8 2.Qf6+ Bxf6
3.Bxf6#



❹ 1.Qc2+
1...Qg6 2.Rh8+ Kxh8 3.Qxg6
1...g6 2.Rd7+ Kg8 3.Qc8+ Qd8 4.Qxd8#

❺ 1.Rxh6 gxh6 [1...Bf5 2.R6h2] 2.Rg1
[2...Qxg1 3.Nxg1 or 2...Qg6 3.Rxg6+]
(*1.Rg1? Qf3* = [*2.Rxh6 Qxe2*])

❻ 1.Rc8+ Rxc8 [1...Bxc8 2.Qb8#] 2.Qxd4

❼ 1.Qc2
Stepping out of the discovered attack.
1...g6 [1...Ra5? 2.Qh7+ Kf8 3.Qh8#] 2.Qxa4 +–
(*1.Nxa4? Bh2+ 2.Kxh2 Rxd2* –+)
(*1.g3?* [*or 1.Kh1*] *1...Ra5* –+ [*1...Raa8? 2.Be4* =])
(*1.Nd5 Re8* –+ [*1...Qxd5? 2.Qxd5 Bh2+? 3.Kxh2 Rxd5? 4.Re8#*])

❽ 1.Bxf6
White gives black doubled pawns. But the purpose is not to weaken the pawns, it is to weaken the black king!
1...gxf6 2.d5!
Now white opens the 4th rank so the queen can cross over to the kingside. What's an attack without the queen?
2...exd5? 3.Qg4+ Kh8 4.Qf5 +–
2...Ne7 3.Qg4+ Ng6 [3...Kh8 4.Qh4 +–] 4.dxe6
4...Qxc3 5.exf7+ Kg7 [5...Rxf7 6.Bb3 +– or 5...Kxf7 6.Bxg6+ hxg6 7.Rac1 +–] 6.Nd4 +–
4...fxe6 5.Bxg6 hxg6 [5...Bxf3 6.Bxh7+!] 6.Qxg6+ Qg7 7.Qxg7+ Kxg7 8.Nd4 +–
4...Bxf3 5.Qxf3 fxe6 6.Rxe6 Ne5 7.Qf5 ±
2...Ne5 3.Bxh7+! [or 3.Nxe5 fxe5 4.Re3 +–]
3...Kxh7 4.Qh4+ Kg7 [4...Kg6 5.Re3 +–]
5.Nxe5 fxe5 [5...Qxc3 6.Rac1!] 6.Qg5+ Kh8
7.Qf6+ Kh7 8.Re3 +–
(*1.Ne5 Nd5 = 2.c4 Ndb4 3.Nxc6 Qxc6 4.Qxc6 Nxc6 5.Rad1 h6 6.Be3 Rac8* =)
(*1.Rac1 Nd7* ± [*1...Nd5 2.c4 Nde7 3.d5* ±])
(*1.Rad1 Nd5 2.Qc4 Rac8 3.Qd3 g6* =)
(*1.Qc4 Nd5 2.Qd3 g6 3.Bb3* ± [*3.Bh6 Rfd8* =])

❾ 1.Rh7
The threat of *Rh8#* forces 1...Kg8. White then wins with 2.Rg7+!
2...Kh8 3.Rg1! cutting off the black king.
2...Kf8 3.e7+ Ke8 4.Rh8+ Kd7 5.Rxb8
(1.Rf7+ Kg8 2.Rg7+ transposes to the same line and also wins.)
(*1.e7+? Ke8* =) (*1.Ke5? Rb1!* =)
(*1.Ra7 Rc8 White keeps a winning advantage but has made no progress.*)
(*1.Rc1 Ra8 2.Rh1 Kg8 Same thing. White is still winning but has made no progress.*)

❿ 7
white: c5 d5 d3 e4 e3 f4 g5 black: Ke5

Best Move Contest #30 (*page 54*)

❶ 1.Qxh5+ Kg8 2.Qh8#

❷ 1.Nf6+ Bxf6 2.Qxg6+ Bg7 3.Qh7#

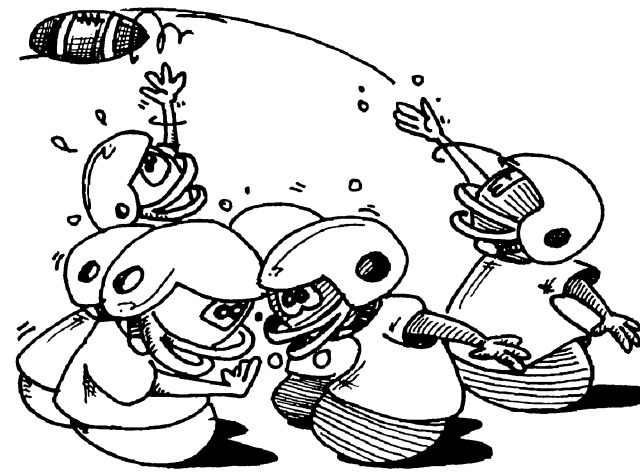
❸ 1.Qh6 Qf8 [1...Qxf6 2.Re8# or 1...c4 2.Qg7#]
2.Re8 Qxe8 [or 2...Rd8] 3.Qg7#

❹ 1.Rd1
A winning *x-ray* that works because of the *pin* on d5 and the *in-between check* on d8.
1...Qxb3 2.Rxd8+ Kf7 3.cxb3
1...Kf8 2.Rxd5 Rxd5 [2...Bxd5 3.Qb6] 3.h3
[3.Qxb7? Rd1+ 4.Be1 Rxe1#]
1...c4 2.Rxd5 cxb3 [2...Rxd5 3.Qxc4] 3.Rxd8+
3...Kf7 4.Rd7+ Ke6 5.Rxb7 bxc2 6.Bb2
(*1.Qxb7? Qxb7!* [*1...Qd1+? 2.Be1!* +–]
2.Rxb7 Rd1+ 3.Be1 Rxe1#)

❺ 1.Bxc6 Bxc6 2.Rd8+ Ke7 3.Rxh8

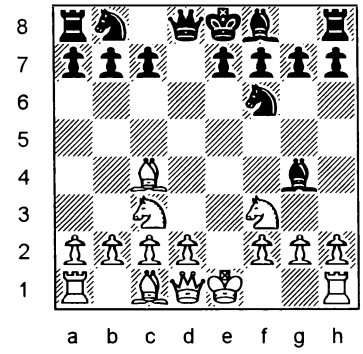
❻ 1.Be2+ Kc5 [1...Kd5 2.Rd1+ or 1...Bd3 2.Bxd3+]
2.b4+ Kd5 3.Rd1+ Ke5 4.Rxd8

❼ 1.Rxg7+
White draws by perpetual check. 1...Kxg7 [1...Kh8? 2.Rxh7+! Kxh7 3.Rh1+ Kg7 4.Qg5#]
2.Qg5+ Kh8 3.Qf6+ Kg8 4.Qg5+ Kh8
5.Qf6+ Kg8 6.Qg5+ Kh8 ½-½
(*1.Qc3? Qa2+ 2.Kc1 Ne2+ 3.Kd2 Nxc3* –+)
(*1.Qh6? Qa1#*)



❽ 1.Bxf7+ Kxf7 2.Ng5+ Ke8 3.Qxg4 +–
White is up a pawn and the black king can no longer castle.
(*1.Qb3!? Na5!* [*1...Nh6? 2.Bxh6 Bxh6 3.Bxf7+*] *2.Bxf7+ Kf8 3.Qa4* [*Better than 3.Qd5 c6 4.Qg5 Bxf3! 5.Bxg8! Bxg2! 6.Qxg2 Rxg8* ±] *3...Bxf3 4.gxf3 Kxf7 5.Qxa5* ±)
(*1.h3* ± or *1.0-0* ±)
(*1.d5?! Bxf3! 2.Qxf3 Ne5 3.Qe2 Nxc4 4.Qxc4 Qd7* =)
Combo's where white sacks a bishop on f7 and then takes a black bishop on g4 are very common. Sometimes it is possible to move the knight off f3 first, as in Legall's trap. (See exercise #18) In the diagram below, do you think *1.Bxf7+* or *1.Ne5* is best?

#8b

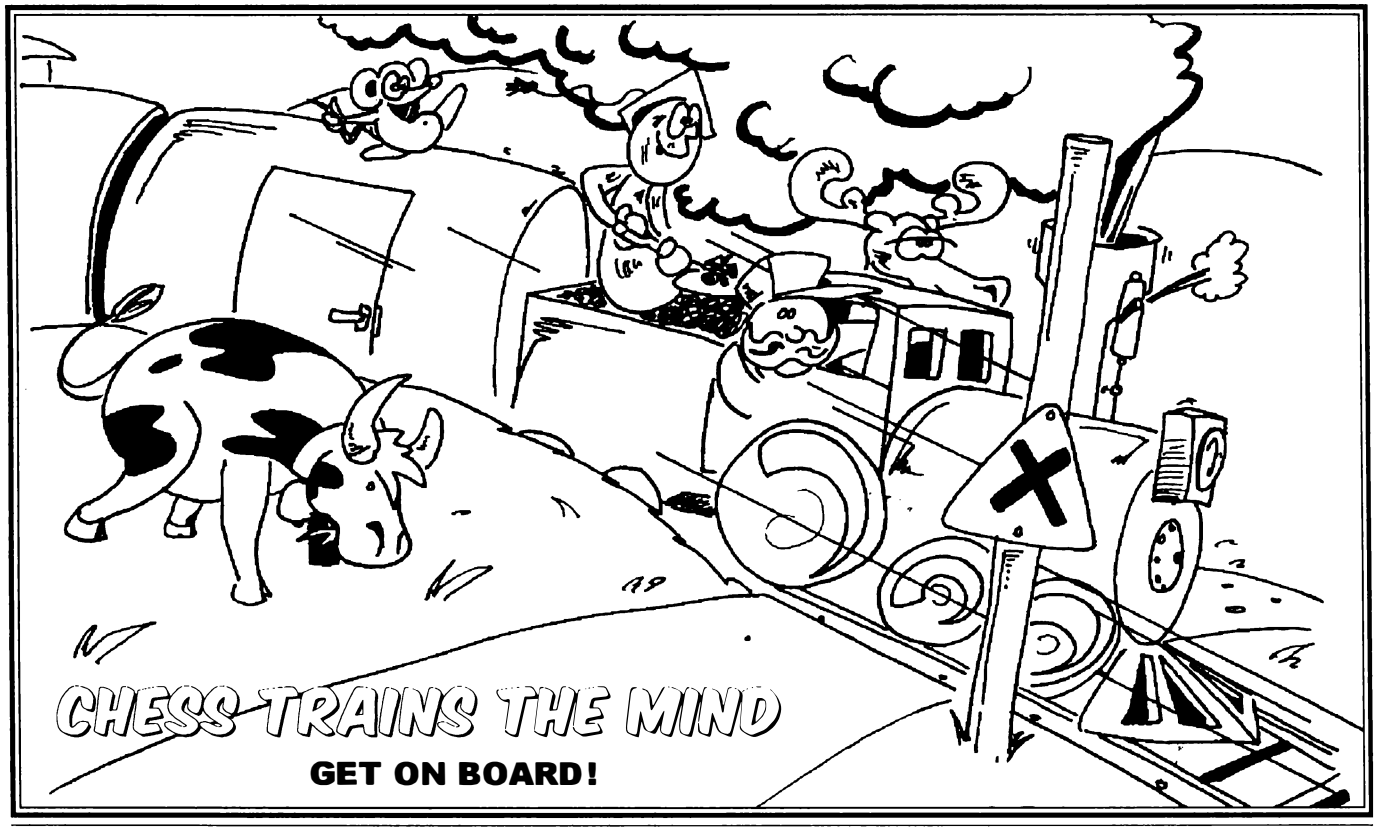


(*The position arose from 1.e4 d5 2.exd5 Qxd5 3.Nc3 Qd8?!* [3...Qa5!] *4.Bc4 Nf6 5.Nf3 Bg4.*)

Both moves are good, but taking f7 is best:
1.Bxf7+! Kxf7 2.Ne5+ Kg8 3.Nxg4 +–
1.Ne5 Be6 [1...Bxd1 2.Bxf7# or 1...Bh5 2.Qxh5!]
2.Bxe6 fxe6 ±
❾ 1.Ne7+
1...Nxe7 2.d8=Q
1...Ke6 2.Nxc6 Kxd7 [2...bxc6 3.d8=Q]
3.Ne5+ +–
(*1.Nxc7? Ne5+! 2.Kd4 Nxd7* ±)
(*1.b5? Ne5+ 2.Kd4 Nxd7* ±)
❿ 8
Ra1 Rb2 Rc3 Rd4 Re5 Rf6 Rg7 Rh8

Best Move Contest #31 (*page 55*)

❶ 1.Qxe6+ Bxe6
[1...Rf7 2.Qxf7+ Kh8 3.Qg7# or 1...Kh8 2.Rxh7#]
2.Rg7+ Kh8 3.Rxh7+ Kg8 4.Rcg7#
Doubled rooks on the seventh rank!
(*1.Nxf5? Qb1+ 2.Rc1* [*2.Kf2? Qxf5+*] *2...Qxf5 3.Rxe6 Rac8* –+)
(*1.Rxe6? Qb1+ 2.Nf1* [*2.Kf2? Qxa2+ –+ or 2.Rc1 Qxc1+! 3.Qxc1 Bxe6* –+] *2...Bd3* ∓)
(*1.Qh6? Qd4+ 2.Kf1* [*2.Kh1? Qd1+* –+] *2...Qd1+* [*2...Bd3!? =*] *3.Kf2 Qd4+* =)
❷ 1.Qxg8+ Kxg8 2.Rcxg7+ [2.Rgxg7+? Kh8 –+]
2...Kh8 3.Rg8+ Kh7 4.R3g7#
❸ 1.Qxh6+ gxh6 [1...Kg8 2.Qxg7#] 2.Rh7+ Kg8 3.Rcg7#
(*1.Rxg7? Rxf1+ 2.Kxf1 Rf8+ 3.Ke1* [*3.Kg1? Qd1+ 4.Qe1 Qxe1#*] *3...Qa5+* =)



❹ 1.Rxe5 Rxe5 2.Nc4 Qc5 [2...dxc4 3.Qxd6] 3.Ncxe5

❺ 1.Rxh7+ Kxh7 [1...Kg6 2.Rxd7] 2.Nxf6+ Kg6 3.Nxd7

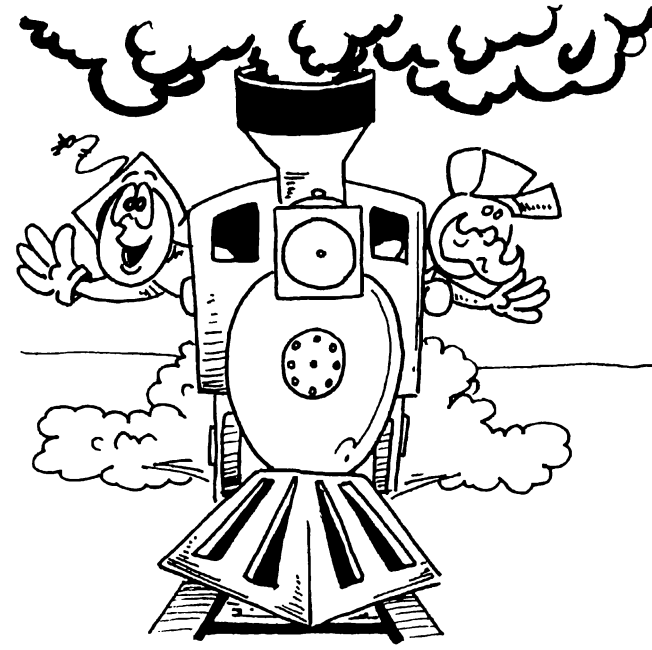
❻ 1.Qxh6 gxh6 [1...Qd8 2.Qh5] 2.Nf6+ Kg7 3.Nxd7 *Sack and fork.* The world's most popular chess tactic.
(*1.Bxc6? Rxc6* =)

❼ 1.Rxd5
Unforking method #5. *Sack your way out!* White removes the forker's guard and gets two minor pieces for the rook. A good deal!
1...exd5 [or 1...Qxd5] 2.Qxb4 ±
1...Bxd2? 2.Rxd7 Bb4 3.Rxb7 +–
1...Qe7!? 2.Rd7!! Qxd7 3.Qxb4 ±
(*1.Qa2? Bxa5 2.Qxa5 Rfc8* –+)
(*1.Ne5? Bxd2 2.Nxd7 Bxa5 3.Nxf8 Kxf8* –+)

❽ 1.h3 =
White loses a pawn unless the pin by *...Bg4* is prevented.
1...Be6 [or 1...Bd7] 2.Rc1 Rac8 3.Bb1 =
1...Nxd4? 2.Nxd4 Qxd4 3.Bh7+! +– Did you see this discovered attack?
(*1.Rc1? Bg4!* [*1...Nxd4? 2.Nxd4 Qxd4 3.Bh7+!*]
2.h3 [*2.Be2 Bxf3 3.Bxf3 Nxd4* ∓ *4.Bxd5? Ne2+*]
2...Bxf3 3.Qxf3 Rad8! [*3...Qxd4? 4.Rfd1!* =]
4.Rfd1 Nxd4 5.Qg4 Re6 ∓
4.Qf5 g6 5.Qf6 Re6 6.Qh4 Qxd4 ∓
4.Rfe1 Rxe1+ 5.Rxe1 Qxd4 ∓
(*1.Re1? Rxe1+ 2.Qxe1 Bg4 3.Qe3*
[*3.Be2 Bxf3 4.Bxf3 Nxd4* ∓ *or 3.Ne5 Qxd4* ∓]
3...Bxf3 4.Qxf3 Qxd4 5.Rd1 Ne5 ∓)
(*1.Bc2? Bg4 2.Qd3 Re4!?*
[*2...g6 3.Rad1 Bxf3 4.gxf3* ∓ *but no extra pawn.*]
3.Qd2 [*3.a3 g6* ∓] 3...*Bxf3 4.Bxe4 Bxe4* ∓
3.Rad1 Rae8! 4.Rd2 [*4.a3 Nxd4* –+]
4...Nb4 5.Qc3 Rc8 6.Qb2 Nxc2
7.Rxc2 Rxc2 8.Qxc2 Bxf3 9.Qc8+ Kh7
10.Qf5+ Qg6 11.Qxf3 Rxd4 ∓)
(*1.Be2? Bg4 2.Re1* [*2.Ne5? Bxe2 3.Qxe2 f6* –+]
2...Bxf3 3.Bxf3 Rxe1+ 4.Qxe1 Nxd4 ∓)
(*1.Qd2? Bg4 2.Ne5 Nxe5 3.dxe5 Rxe5* ∓)

❾ 1.Kd1
White takes the *distant opposition* (three empty squares between the kings). In this way, white can take the *direct opposition* (one square between the kings) as they approach each other. (1...Kd4 2.Kd2 = or 1...Ke4 2.Ke2 =) All other moves lose as black can then take the *opposition*.
(*1.Ke2? Ke4* –+) See #19.
(*1.Kd2?* [*or 1.Kf2?*] *1...Kd4* –+)

❿ d4 d5 e4 e5
13 moves from any of 4 central squares



Best Move Contest #32 (*page 56*)

❶ 1.Qg8+ Qxg8 2.Ng6#

❷ 1.Qb8+ Rxb8 2.Nc7#
(*1.Qe7? Bxd5 2.Ra3 Rc7!* ∓)

❸ 1.Nf7+ Kg8 2.Nh6+ [2.Nxd8+? Nxe6 –+]
2...Kh8 [2...Kf8 3.Qf7#] 3.Qg8+ Rxg8 4.Nf7#
Smothered mate.

❹ 1.Nc4
1...Rb4 2.Nd6#
1...Be6 [1...Bh3+ 2.Kxh3] 2.Nxb6
(*1.Rde1+? Be6!* ∓)

❺ 1.Nf5
Double attack: queen and mate.
1...gxf5 [1...Qe4 2.Qg7#] 2.Qh8#
1...f6 2.Nxe7
(*1.Rce1? Qd6+ 2.Kg1 Kg8* ∓)
(*1.Nc6? Qd6+ 2.Kh1* [*2.Nce5 Bxf3*] *2...bxc6* –+)

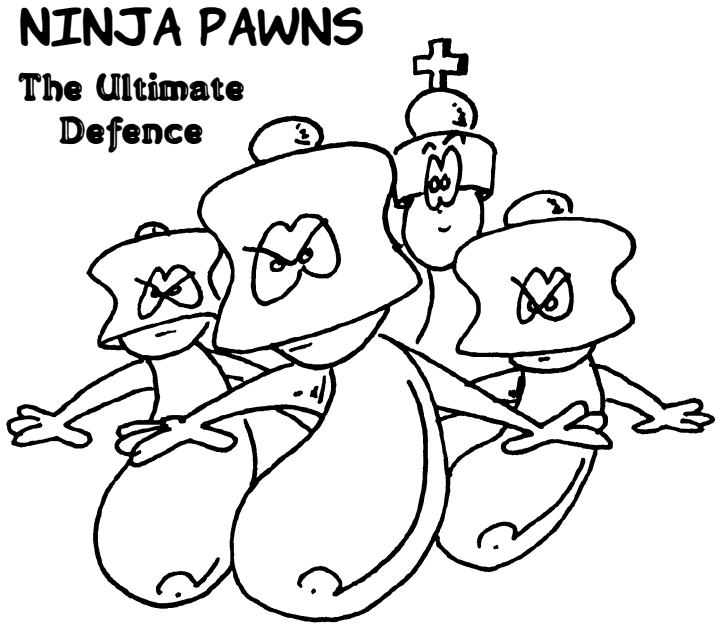
❻ 1.Bf6 Qxf6 [1...Qd2 2.Qxg7# or 1...Bg6 2.Bxb2] 2.Rxf6
(*1.Rab1? Qe5 2.Qxe5 Nxe5 3.Nxc7 f6* ∓)
(*1.Nxc7? Qb6+ 2.Kh1* [*or 2.c5!?*] *2...Qxc7* –+)

❼ 1.Rh8+
White sacks the rook to stop mate on the first rank and simplify to a won ending.
1...Kxh8 [1...Kg6 2.Rxh3 +–] 2.Qd8+ Kh7 3.Qd3+! White forces a queen exchange.
[The queen endgames following 3.Qd1 g6 ± or 3.Qh4+ Kg6 4.Qxh3 Qxb3 5.Qg4+ Kh6 6.a4 ± are not easy to win.] The pawn ending after 3...Qxd3 4.exd3 should be a piece of cake. One line is 4...Kg6 5.f3 Kf5 6.Kf2 Ke5 7.Ke3 Kd5 8.d4 g5 9.Kd3 f5 10.f4 gxf4 11.gxf4 a5 12.b4 axb4 13.axb4 Kd6 14.Kc4 1-0
(*1.Qb4? Qc1+ 2.Qe1 Qxe1#*)
(*1.Kf1? Qc1#*) (*1.f4? Qe1#*)

❽ 1.c4
White *undoubles* the c-pawns. Delaying this move lets black play *...b5*, when white is left with a permanent weakness. *Always look for ways to trade off your weak pawns.*
1...dxc4 2.Bxc4 =
1...Rfc8 [or 1...Rac8] 2.0-0 =
1...e5 2.cxd5 = [or 2.0-0 =]
(*1.0-0 b5* [1...c5 ∓]
2.a4 bxa4 3.Rxa4 Rfb8 ∓
2.Rfe1 a6!? 3.Bd3 c5 ∓)
(*1.Bd3 b5* [*1...c5* ∓] *2.0-0 e5* ∓)
(*1.Rb1* [*or 1.Bf3*] *1...b5* ∓)

❾ 1.Rf6
1...Rxf6 2.c8=Q+ Kxa5
[2...Kb5 3.Qc4+ Kxa5 4.Qc3+ transposes.]
3.Qc3+! [3.Qd8+? Rb6+] 3...Kb5 4.Qxf6
1...Kb7 2.Rxc6 Kxc6 3.c8=Q+
(*1.Kb4? Rxc7! 2.Rxc7 stalemate!*)

❿ 8



Best Move Contest #33 (*page 58*)

❶ 1.Qg4+ Kh7 [or 1...Kh6 or 1...Kh8] 2.Rd3 fxe5
[2...Qxe5 3.Rh3+] 3.Rh3+ Qh4 4.Rxh4#
(*1.Nd5? Qxe5* −+)
(*1.Rd3? Nxe5* −+ [*or 1...Rfe8* −+])

❷ 1.Qxh7+ Kxh7 2.Kg2#
The king delivers a discovered *sci-fi mate.*
(*1.Re1!?* [*or 1.Nc4*] *1...Qf6* ∓)
(*1.Nf3? Nf4+ 2.Kh4* [*2.Kh2 Qe2+*] *2...Bxf3* −+)

❸ 1.Qa6+ Qa7 2.Ra3 Qxa6 [2...Rb7 3.Qxb7# or 2...Rxb2 3.Qxa7# or 2...Ra5 3.Rxa5] 3.Rxa6#
(*1.Ra3+? Qxa3!* −+)

❹ 1.Rxb4 Rxb4 2.a3 Rb3 [2...Qa4 3.Bxb4 or 2...Ra4 3.Bxa5] 3.Qxb3 [or 3.Bxa5 Rxd3 4.Rxd3]

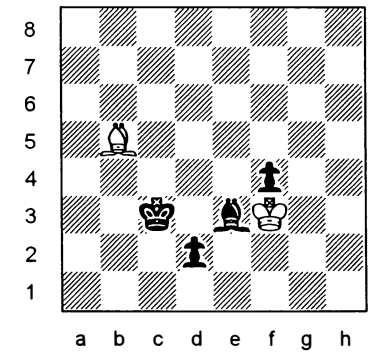
❺ 1.Qxg7+ Qxg7 2.Rxe7 Qxc3 3.Nxc3
The old pin-a-roo wins again.
(*1.Rxe7? Qxe7 2.Qg6 Kg8 3.Qxf5* =)
(*1.Nd6? Rxe1+ 2.Bxe1 Qe7* ∓)

❻ 1.Qd8
1...Rxc7 2.Qxd5+ Ke7 [2...Kf6? 3.Qd6+ or 2...Kf8? 3.Qd8+] 3.h4 [3.Qxb3? Rc1+ −+]
1...Ke6 2.Qe8+ Kf6 [2...Re7 3.Qxe7#] 3.Rxd7
(*1.Nb6? Rxc7 2.Nxd5? Rc1#*)
(*1.Rc8? Qb5* = [*or 1...Re7* =])

❼ 1.Rxf4
The black pawns are about to come rolling through, so white "sacks the ex" to reach a drawn ending with *bishops of opposite colour.* 1...Kxf4 2.Ke2
[2.Bc4 Kf3 3.Be2+ Ke4 4.Kc2 = also draws but not 2.Bh5? d3 −+ when the pawns roll on.]
2...Ke4 3.Bc4 = The black forces cannot advance against the *light square blockade.* The white king stands pat on e2 while the white bishop shuffles along the diagonal between d3 and a6. [3.Bg6+ = also works.]
(*1.Bc4? d3! 2.Bxd3* [*2.Rxf4 e2+ 3.Kc1 e1=Q+*] *2...Nxd3 3.Ke2 Ke4* −+)
(*1.Rh1? e2+ 2.Kc1 d3!* −+)
The endgame B + 2p vs. B with bishops of opposite colour is not always drawn.

Two connected pawns win if they reach their sixth rank. See exercise #54 (9).
Two isolated pawns normally win if they are separated by at least two empty files. In this diagram, the pawns are separated by only one file. White can draw with accurate play.

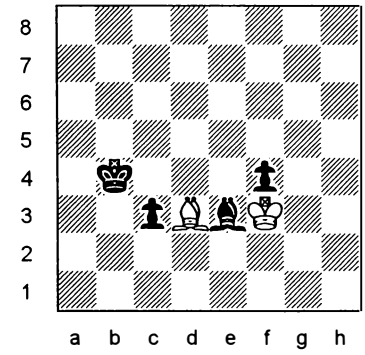
#7b



1.Ba4! Kb2 2.Ke2 Kc1 3.Bb3! Kb2 4.Ba4 =
Black cannot make any progress. The white king and bishop are able to work together.
(*1.Ke2? f3+! 2.Kd1 f2* −+ *The black king now goes to g1 and supports the f-pawn.*
3.Bf1 [*3.Ke2? f1=Q+ 4.Kxf1 d1=Q+*] *3...Kd4 4.Bg2 Ke5 5.Ke2 Kf4 6.Bh3 Kg3 7.Bf1 Kh2 8.Kd1 Kg1 9.Ke2 d1=Q+ 10.Kxd1 Kxf1* −+)
(*1.Be2? Kc2* −+)

The pawns are separated by two files in the diagram below.

#7c



Now black can win because the white king and bishop are too far apart to cooperate.

1.Bc2 [1.Ke2 Kb3 −+]1...Ka3 2.Ke2 Kb2
3.Kd1 f3 4.Be4 f2 5.Bd3 f1=Q+
6.Bxf1 c2+ −+
3.Kd3 f3 4.Bd1 [4.Kxe3 Kxc2 −+]
4...f2 5.Ke2 [5.Be2 c2 −+] 5...c2
6.Bxc2 Kxc2 −+

❽ 1.Nxg5 hxg5
[1...Nxe4 2.Nxf7! Qxh4
3.Nxd6+ Kh8 4.Nxe4 +−]
2.Bxg5

Rather than retreat the bishop, white sacks a knight for 2 pawns, blasts open the black king, and keeps a pin on the black knight at f6. White soon wins more material by advancing the f-pawn and opening the f-file.

2...Kg7 3.f4!
3...Qd7 4.fxe5 Ng8 [4...Ng4 5.e6 +−]
5.Bf6+ Nxf6 [5...Kg6 6.Rf5]
6.exf6+ Kg8 7.Rf5 +−
3...Ne7 4.fxe5 Ng4 5.Bf6+ [or 5.e6 +−]
5...Nxf6 [5...Kh7 6.Qe1 +−] 6.exf6+ Kg8
[6...Kg6 7.Qe1 +−] 7.Qh5 +−
3...Qe8 4.fxe5
4...Ng8 5.Qh5 Nxe5 6.Rf6! +−
4...Ng4 5.Bf6+ Nxf6 6.exf6+ ±
3...Be6? 4.fxe5 +−
2...Nb8 [recycling to guard f6] 3.f4 Nbd7
4.fxe5 dxe5 5.Qf3 Kg7 6.Qg3! +−
2...Qe7 3.Qc1!? [3.f4 exf4 4.Rxf4 Qe5! 5.Bh6 ±]
3...Na5 [3...Kg7 4.f4 +−] 4.Bh4 Nxb3
5.axb3 Qe6 6.Qg5+ +−
2...Bg4? 3.Bxf6 Bxd1 [3...Qxf6 4.Qxg4+ +−]
4.Bxd8 Bxc2 5.Bxc7 Bxd3 6.Rfe1 ±

(1.Bg3 =)
(1.Bxg5?! hxg5 2.Nxg5
2...Nh7? 3.Nxh7 Kxh7 4.Qh5+ Kg7 5.f4 +−
2...Na5 3.f4 Nxb3 4.cxb3 Qe7 ∓
2...Bg4 3.f3 Bh5 4.Qd2 Kg7 5.f4 Qe7 ∓)

❾ 1.Qe3+

Before playing *Kb8*, white first stops a pin by ...*Qf4* and a check by ...*Qb3+*. White can also win with other moves, but none so quickly. 1...Kh4 2.Kb8 followed by 3.c8=Q
(1.Kb8 Qb3+ 2.Ka7 Qa4+)
(1.Qc5 Qg7! 2.Kb8 Qb2+ [or 2...Qg3])

❿ c3 c4 c5 c6 d3 d4 d5 d6
e3 e4 e5 e6 f3 f4 f5 f6
(8 moves from the 16 central squares)

Best Move Contest #34 *(page 59)*

❶ 1.Bb5+ Kf7 [1...Kd8 2.Re8#] 2.Be8#

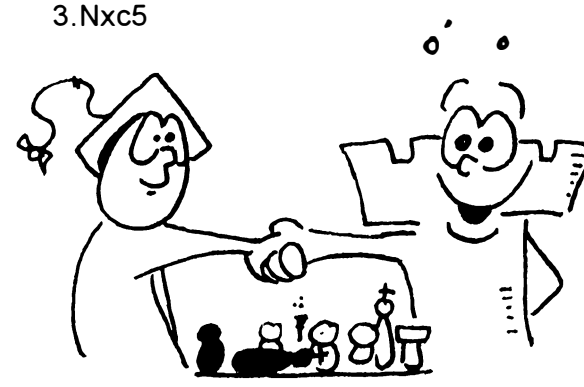
❷ 1.Qh8+ Kxh8 2.Rxh6+ Kg8 3.Rh8#
(1.Qf5+? Kg8 −+ [2.Qc8+ Re8])
(1.Rxh6+? Kxh6 2.Qh8+ Kg6 −+)
(1.Rxf7+? Rxf7 2.Qh8+ Kg6 3.Qg8+ Kh5 4.Qxf7+ Kh4 −+)

❸ 1.Qxf6 gxf6 [1...Qxa2 2.Qxg7#] 2.Rg1+ Kh8 3.Bxf6#
Morphy mate.
(1.Bxf6? c5 ∓) *(1.Rg1? c5 −+)*

❹ 1.Qa8+ Kh7 2.Nf3 Qf4 [or 2...Qh5] 3.Nxg5+
The white queen *clears the square* f3 for a knight fork.

❺ 1.Nxe7+ Qxe7 [1...Nxe7 2.Qxd6] 2.Qd5+ Kg7 3.Qxc6

❻ 1.Qxc8 Rxc8 [1...Qxd4 2.Qxd8+] 2.Ne6+ Kf7 3.Nxc5



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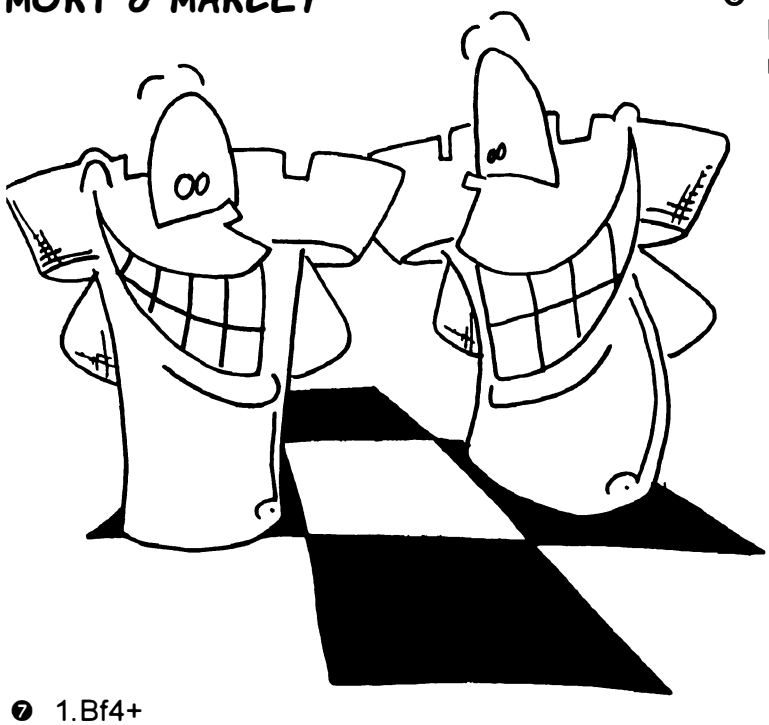


❼ 1.Bf4+
White is ahead a bishop in this position, but the pinned rook on e6 is about to fall. There are several reasonable moves that keep white in the game, but only this bishop "sacrifice" leads to an advantage.
Unpinning method #3. *Move away with check.* That can happen two ways here:
1...Ka8? [or 1...Ka7] 2.Rxa6+! bxa6 3.Qxd7 +–
1...gxf4 2.Qxf4+
2...Qc7? 3.Qxc7+ Kxc7 4.Rxh6 +–
2...Rc7? 3.Rxe8+ Qxe8 4.Rxc5 +–
2...Ka8 [or 2...Ka7] 3.Rxe8
3...Rxe8 4.Rxc5 +–
3...Qxe8 4.Qf5! Qc6 5.h4 ±
In the first line (1...Ka8), the pinned piece (rook e6) moved away with check. In the second line [1...gxf4], it was the shielded piece (queen g4) that moved away.
Unpinning method #4. *Move the pinned piece to protect the shielded piece.* (This method only works when the shielded piece is an unprotected piece, and is not the king or a piece more valuable than the pinner.) The next line (1.Re4) uses method #4.
(1.Re4!? Qxg4 2.Rxg4 Re1+ 3.Kg2 Rxc1 4.h4! gxh4 5.Rxh4 Ra1! 6.Rxh6 Rxa5 7.Rh5! [*7.f4? b5* –+] *7...b6 8.f4 = with a complicated four rook endgame.)*
(1.Rxe8!? Qxg4 2.Rxc8+ Kxc8 3.Rxc5+ Kb8 4.Bb2 Qd7 = With R+B+p against Q, white is doing all right.)
(1.Bxg5!? Qxe6 2.Bf4+ Ka7 3.Qxe6 Rxe6 ∓)

❽ 1.Ree7
Doubled rooks on the seventh rank are more than double trouble!
1...Nxb5 2.Rg7+
2...Kh8 3.Rxh7+ Kg8 4.Rdg7+ Kf8 5.Bh6 +– [Δ 6.Rh8#]
2...Kf8 3.Rxh7! [3.Bh6 also wins.]
3...Rc2 4.Rh8#
3...Kg8 4.Rdg7+ Kf8 5.Bh6 +–
3...Ke8 4.Rhe7+ Kf8 5.Bh6+ +–
3...Bd5 4.Bh6+
4...Ke8 5.Rhe7#
4...Kg8 5.Rdg7+ Kf8 6.Rh8+
1...Ne6 2.Rxe6 Rc2 3.Ree7! Rxg2+ 4.Kh3 +–
1...Rc2 2.Rg7+ Kh8 3.Rxh7+ Kg8 4.Rdg7+ Kf8 5.Bh6 Rxg2+ 6.Kh3! [6.Kh1? Rf2+ 7.Kg1 Nf3+ 8.Kh1 Rh2#] 6...Rh2+!? 7.Kxh2 Nf3+ 8.Kg2! [Slower is 8.Kh3 Ng1+] 8...Ng5+ 9.Kf1! Nxh7 10.Rxc7+ Kg8 11.Bc4+ Kh8 12.Bg7#
1...g5 2.Rg7+ Kh8 [2...Kf8 3.Rdf7#] 3.Rxh7+ Kg8 4.Rdg7+ Kf8 5.Nh5! +–
(1.Rb2? Nxb5 2.Rxb5 Bc6 –+)
(1.Bh6? Nxe2 2.Rg7+ Kh8 3.Nxe2 Rc2 –+)
(1.a4 Nxe2 2.Nxe2 Rc2 3.Bh6 Bc6 –+)

❾ 1.g8=Q+ Kxg8 2.Kg6 Kh8 3.Kf7 Kh7 4.g6+
(1.Kf7? stalemate)
(1.g6? Kg8 2.Kf5 Kxg7 =) [Horwitz 1851]

❿ 9

Nc3-d1-e3-f5	Nc3-d5-e3-f5
Nc3-e2-g3-f5	Nc3-d5-e7-f5
Nc3-e2-d4-f5	Nc3-b5-d6-f5
Nc3-e4-g3-f5	Nc3-b5-d4-f5
Nc3-e4-d6-f5	

Best Move Contest #35 (*page 60*)

❶ 1.Rh4+ gxh4 2.Rh5#
(1.Nxg5+? Bxg5 2.Rh4+ Bh6! –+)

❷ 1.Ng5+ hxg5 [1...Kg8 2.Re8#] 2.Rh3+ Kg8 3.Rd8#

❸ 1.Bb7+ Rxb7 2.Qc8+ Rb8 3.Nb6+ axb6 4.Qa6# *Deflect* those rook pawns!

❹ 1.Bxb5+
1...Kxb5 2.Nc3+ Kb6 [2...Kb4? 3.Rg4+] 3.Nxa4+ Rxa4 4.Rxh6+
1...Qxb5 2.Nd4+ Kb6 3.Nxb5 [3.Rxh6+? Kb7 4.Nxb5 Re1#] 3...Kxb5 4.Rxc7
1...Kb7 2.Bxa4 Rxa4 [2...Rxe2 3.Bb5] 3.Nc3
(1.Rxh6+? Kb7 –+) *(1.Be4+? Rxe4* –+)

❺ 1.g4+ Kxg4 [1...Kg6 2.gxf5+] 2.Be6
Decoy, pin, and now deflect.
2...Bg7 3.h3+! Kxh3 4.Bxf5+
2...Bc6 3.Rf8 [3.h3+? Kh4 ∓] 3...Re7 4.h3+ Kh4 [4...Kxh3 5.Bxf5+] 5.Bxf5
2...Bd4 3.h3+ [or 3.Rf8]

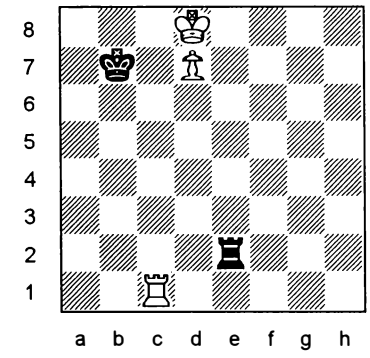
❻ 1.Qb8+ Kxb8 2.Nxd7+ Kc7 3.Nxf6 Rgf8 4.Nxe8+

❼ 1.Qg5+ fxg5 ½-½ stalemate
[1...Kf8? 2.Qxc1 ±]

❽ 1.Qxe8+ Qxe8 2.Rd8
The black threats were too strong, so white uses some trickery to trade down to an endgame with bishops of opposite colour. Sometimes, the best strategy in a poor position is to head for the *least bad ending*. Most opposite B endings are drawable if you are only down one pawn, so they are often the goal of clever defenders.
2...Kf8 [2...Qxd8 3.Bxd8 b5 4.Kg1 =] 3.Kg1 f6 4.Rxe8+ Kxe8 5.Be3 b5 6.Kf2 =
In the middlegame, opposite B's help the attacker, because the bishop can dominate all the squares of its colour around the opposing king.
(*1.Qh3? Qe1+ 2.Rxe1 Rxe1#*)
(*1.Rg1? Qxg2+ 2.Rxg2 Re1#*)
(*1.Qd2 h6*
2.Bd8 Qg4! 3.Bxb6 [*3.Rg1 Re2*] *3...Re2–+*)
(*2.Bf4 Qe2! 3.Qxe2* [*3.Rg1 Qxd2 4.Bxd2 Re2 5.Bc3 f5 –+ or 3.Kg1 Bxg2 –+*] *3...Rxe2 4.Rg1* [*4.h4 Bxg2+ 5.Kg1 Rxb2*] *4...Rxb2 –+*)

❾ 1.Rb4
White plans to use the rook to shield the king from checks.
1...Re1 2.Kc7 Rc1+ 3.Kd6 Rd1+ 4.Ke6 Re1+ [4...Ka6 5.Rb8! or 4...Rd2 5.Rb5! Rd1 6.Rd5] 5.Kd5! Rd1+ 6.Rd4, followed by *d8=Q*.
The rook move to the 4th rank is called the "Lucena maneuvre" after the Spanish master who analyzed the ending in 1497.
(*1.Kc7 Rc2+ 2.Kd6 Rd2+ 3.Kc7 Rc2+ 4.Kd8 Re2 White has made no progress.*)
(*1.Rc1 Kb7*)
(*1.Rb5 Ka6 2.Rb8 Ka7*)
Note that black's king is cut off by two files in the Lucena position when white moves the rook to the 4th rank.

#9b



In diagram #9b, white wins by first checking the king further away.
1.Rb1+! Ka7 [1...Kc6 2.Kc8] 2.Rb4!

❿ 5
white: Ba2 Bc2 Be2 Bf2 Bh2 black: Ke4
(Mate with 4 bishops is possible but illegal as two bishops must check at same time.
white: Bc2 Bc5 Bc6 Bc7 black: Ke4)

Best Move Contest #36 (*page 61*)

❶ 1.Nxf7+ Kg8 [1...Rxf7 2.Rc8+ Rf8 3.Rxf8#] 2.Nh6+ gxh6 [2...Kh8 3.Rxf8#] 3.Rg4+ Kh8 4.Rxf8#
(*1.Rxf7? Rb1+* [*1...Kg8! ∓*] *2.Kf2 Rxf7+ 3.Nxf7+ Kg8 ∓*)

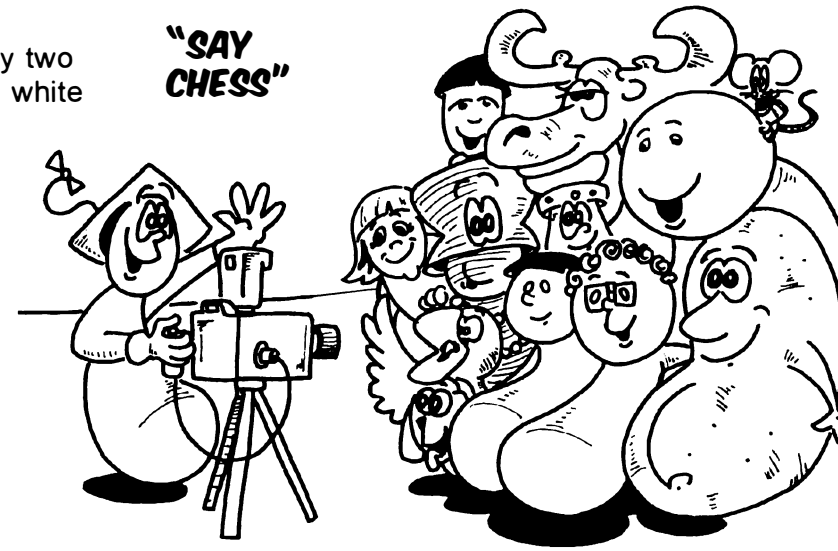
❷ 1.Qxe6+
1...fxe6 2.R1f7#
1...Kxe6 [1...Kxf8 2.Qxf7#] 2.Re8#

❸ 1.Bg5
1...fxg5 2.R4xg5#
1...Rfd7 2.Rxh4#
1...Rd1+ 2.Kxd1 Rd7+ 3.Kc1 Rd1+ 4.Kxd1 fxg5 5.R4xg5#
(*1.Be1? Bh6+ 2.Kc2* [*or 2...Bg5 –+*] *2...Nb4+ 3.Bxb4* [*3.Kb1 Rd1# or 3.Kc3 Rd3#*] *3...axb4 –+*)
(*1.Rg8? Bh6 –+* [*1...Bb4 –+*])

❹ 1.Rxa7 Rxa7 2.c7 Nc6 [2...Kd7 3.cxb8=Q] 3.c8=Q+

❺ 1.Qc8+ Kh7 2.Qxe6 fxe6 3.f7 Ne3
[3...Qe4 4.f8=Q or 3...Qxf7 4.Rxf7+]
4.f8=Q Nxf1 5.Qxf1
4.f8=N+! Kg7 5.Nxg6 Nxf1 6.Nf4

❻ 1.Rxg7
1...Rxg7 2.Rxg7 Kxg7 [2...Qxg7 3.Qd8#] 3.Qd7+ Qxd7 4.exd7 [Δ 5.d8=Q]
1...Bd3+ 2.Qxd3! [or 2.Ka1 Rxg7 3.Rxg7 +–] 2...Rxg7 [2...cxd3 3.Rg8#] 3.Rxg7 cxd3 [3...Kxg7 4.Qd7+] 4.Rxc7

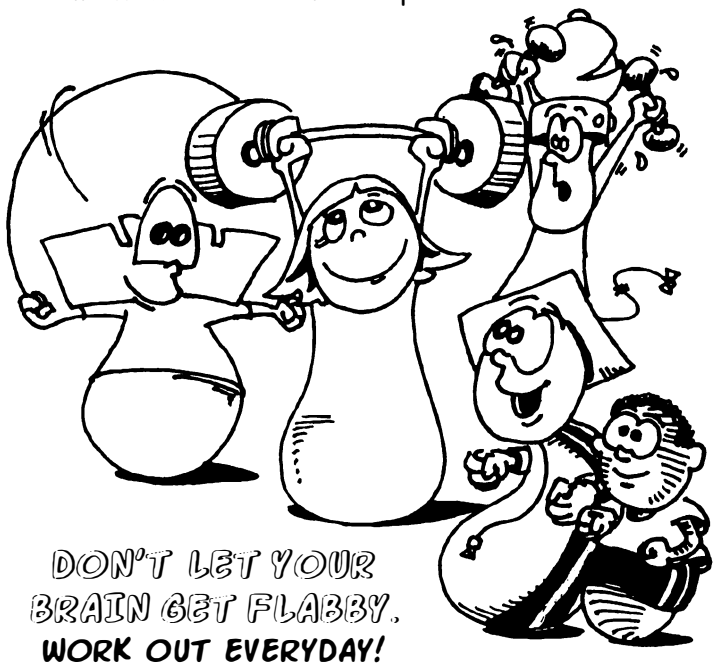


❼ 1.Rxe5
1...Qxb4 2.Re7 ±
1...dxe5? 2.Bxf8 [or 2.Qb3+ +−] 2...Kxf8
3.Rf1+ Ke8 [3...Kg8 4.Qb3+ Kh8 5.Rf8#]
4.Qxe5+ Qe7 5.Bb5+ Bd7 6.Bxd7+ Kxd7
7.Qd5+! Kc7 [7...Ke8 8.Qg8+ Kd7 9.Qxa8 or
7...Qd6 8.Qxb7+] 8.Rf7 +−
(*1.g3? [or 1.h3?] 1...Qxb4 −+*) (*1.Bxd6? Qxh2#*)

❽ 1.Nxb5
A little combo that wins a pawn.
1...Qxd2 [1...Qd8! 2.Nc3 ±]
[1...cxb5? 2.Qxa5 +−]
2.Rxd2
2...cxb5 3.Bd5 +−
2...Rxe4 3.Bxf7+! Kf8 (3...Kxf7 4.Nxd6+ Kf8
5.Nxe4 +−) 4.Nxd6 +−
2...d5!? 3.Nc7
3...dxc4 4.Nxe8 +−
3...Rxe4 4.Bd3 Re7 5.Nxa8 +−
3...Re7 4.Nxa8 dxc4 5.d5! cxd5
[5...Rxe4 6.d6+ +− or 5...Bb7 6.d6 +−]
6.exd5 Bb7 7.d6! Rd7 8.Re1 +−
(*1.Bd3 = A good move, protecting e4.*)
(*1.Bb3? b4! 2.Ne2 [or 2.Na4] 2...Rxe4 ∓*)

❾ 1.Nc5
The black bishop must keep the e8 square under attack. The white knight threatens the bishop and plans to block its diagonal.
1...Bb5 2.Nd7 [Δ 3.e8=Q+]
1...Be8 2.Nd7! Bxd7 3.Kxd7 Kf6 4.e8=Q
(*1.Ne5+? Ke6! = Black draws by controlling the d7 square with the king from d6 or e6.*)

❿ 32
all on the same colour squares



Best Move Contest #37 (*page 62*)

❶ 1.Rg7+ Kxg7 2.Qh7#
White *clears* h7 for the queen.

❷ 1.Rh8+ Kxh8 [1...Qxh8 2.Qf7#] 2.Qh7#

❸ 1.Qxg5+ Nxg5 2.Nf5+ Kg6 3.h5#
Sometimes an empty square is more valuable than a piece!

❹ 1.Ng5 Bxg5 [1...Bxg2 2.Qxh7#] 2.Bxb7
2...Bxc1
3.Bxa8 Bg5 4.Bg2 or
3.Raxc1 Nc6 4.Bxa8 Qxa8 5.Rfd1
2...Nc6 3.Bxa8 Bxc1 [3...Qxa8 4.Bxg5]
4.Bxc6 dxc6 5.Raxc1

❺ 1.Bg8 *Double attack*: discovery and mate.
1...Qxd1 2.Qxh7#
1...Kg8 2.Rxd6
(*1.Bb3? Qc7 =*)

❻ 1.Bf5
1...Bxf5 [or 1...Qxf5] 2.Rxe8+ Qf8 3.Rxf8#
1...Na6 2.Bxh3
1...Rxe1+ 2.Rxe1 Na6 [2...Bxf5 3.Re8+]
3.Bxh3

❼ 1.Be3
White gives back a piece to stop mate.
1...Rxg1+ 2.Rxg1 Qxe3 3.Qc7 ±
1...Rxe3 [1...Qxe3? 2.Rgxe1 +−] 2.Rgf1
2...Qh4 3.Qxc6 Ng4 4.Qc7 ±
2...Qc2 3.Qxc6 Qxb2 4.a6 ±
(*1.Qb6? Rxg1#*) (*1.Rxe1? Qxe1+ 2.Bf1 Qxf1#*)
(*1.Bf1? Rxf1 [1...Ng4! −+ is even stronger.]
2.Be3 Rxg1+ 3.Rxg1 Qxe3 −+*)

❽ 1.Ba5
This exercise is about *good knights* and *bad bishops*. A good knight is a knight in a closed position that can attack weak pawns. A bad bishop is one whose own pawns are blocked on the same colour squares as the bishop. The pawns limit the freedom of the bishop. Endgames with a bad bishop are often lost, especially against a good knight.
In this position, both players have good knights and bad bishops. The white knight will be strong on f4, attacking weak pawns at d5 and h5. The black knight would like to reach c4 or e4. Looking at the B's, the white bishop and blocked pawns are all on dark squares, while the black ones are all on light squares.
The goal for both players is to keep their good knight and trade their bad bishop for the opponent's knight. By pinning the black knight against the rook on d8, white forces an exchange which leads to a favourable endgame.

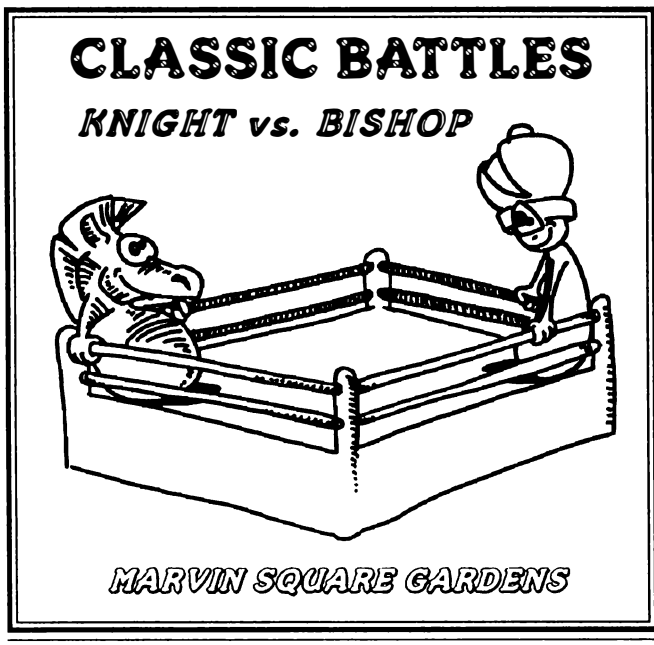
We begin with a sample game [1.Ba5 Rd6], then look at other first moves for black.

1...Rd6 2.Bxb6 Rxb6
[2...axb6 3.Kd2 Be6 (*3...Ba6 4.Ng2*) 4.Nd3 ±]
3.Rxb6 axb6 4.Kd2 Kb7
[4...Ba6 5.Ng2 (*5.Kc3? Bf1!*) 5...Bb5 6.Nf4 +−]
5.Kc3 Kc6 6.Kb4 Bd7 7.Nd3 Be8 8.Nf4 Bf7
[8...Kd6 9.a4 Kc6 10.a5 +− or 8...b5 9.Ka5 +−]
9.a4 Be8 10.a5 bxa5+
[10...Bf7 11.Nd3 Kb7 12.axb6 Kxb6 13.Nf4 Kc6 14.Ka5 +−]
11.Kxa5 Bf7 12.Nd3 Kc7
[12...Be8 13.Nb4+ Kd6 14.Kb6 +−]
13.Kb5 Kd6 14.Kb6 Be6 15.Nc5 Bc8
[15...Bf7 16.Nb7+ Kd7 17.Kc5 +−]
16.Na4 Be6 17.Nc3 Bd7 18.Nb5+ Bxb5
[18...Ke6 19.Kc5 +−]
19.Kxb5 Kd7 20.Kc5 Ke6 21.Kc6 1-0

Black has two other options on move 1.

1...Ba6+ 2.Kd1 [2.Kd2? Nc4+! or 2.Nd3 Rc8 ∓]
2...Rd6 3.Bxb6 axb6
[3...Rxb6 4.Rxb6 axb6 5.Ng2 Bb5 6.Nf4 +−]
4.Ng2 Bd3 [4...Bc4 5.Nf4 Rh6 ±]
5.Rb2 Be4 6.Nf4 Rh6 7.Rb5±
2...Kb7 3.Ng2 Re8
[3...Rd6 4.Bxb6 Rxb6 5.Rxb6+ +−]
[3...Rh8 4.Nf4 Kc6 5.Bxb6 axb6 6.Kd2 ±]
4.Kd2 Kc6 5.Bxb6 axb6 6.Nf4 Rh8 ±

1...Kb7 2.Nd3 Bd7 [2...Rd6 3.Nf4 +−] 3.a4
3...Rc8 4.Bxb6 axb6 5.a5! Rc6
[5...Rc2+ 6.Kf1!] 6.Nc5+ Kc7 7.axb6+ +−
3...Be8 4.Nc5+ Kc6 5.Rf1 Bg6 6.Nd3 Kb7
[6...Kd6 7.Rc1 ±] 7.Rb1 Rd6 8.Bb4 Rc6
9.Bc5 ±



Are you still there? If so, it's time to see how white can go wrong in this exercise.

(1.Nd3? Ba6! Now black can trade bishop for knight and get a winning endgame with a good knight against white's bad bishop.
2.Bb4 Re8
3.Rb3 Bxd3+ 4.Kxd3 Nc4 5.Bd2 Rb8
6.Rxb8+ [6.Rc3 Rb2 ∓] 6...Kxb8
7.a4 Kb7 8.Bc3 Ka6 9.Ke2 Nb6 −+
7.Bb4 Kb7 8.Ke2 a5 9.Be7 Ka6
10.Kd3 [10.a4 Nb6 −+] 10...Kb5 −+
7.Bc1 Kb7 8.Kc2 Kb6 9.Kb3 Ka5
10.a4 a6 −+
3.Bd2 Rc8! 4.Rc1 [4.Rb3 Rc2 ∓] 4...Rxc1
5.Bxc1 Kb7 6.Kd2 Bxd3 7.Kxd3 Nc4
8.Kc2 [8.Kc3 Nd6−+] 8...Kb6 −+
3.Bd6 Nc4! 4.Be5 [4.Bf4 Nxa3 ∓] 4...Rxe5!
5.dxe5 Nxe5 6.Rb3 Nxd3 7.Rxd3 Kb7
8.Kd2 Bxd3 9.Kxd3 Kc6 10.Kd4 Kd6
11.a4 a5 12.Kc3 Kc5 13.Kb3 d4 −+
2.Rf1? Re8! ∓ [3.Rxf5? Nc4 4.Bd2 Nb2 5.Rxh5 Bxd3+ 6.Ke1 Nc4 −+ (7.Rxd5? Rf8!)]
2.Ba5 Rc8! 3.Bxb6 Rc2+ 4.Kd1 Bxd3 5.Rb3
[5.Bc5? Rxc5 −+ or 5.Bd8? Rc8 6.Rb3 Bc2+ −+ or 5.Ba5 Rg2 ∓ (5...Ra2∓)]
5...axb6 6.Rxd3 Ra2 ∓ [or 6...Rg2 ∓])

White can also go "half-wrong".

(1.Ng2 Ba6+ 2.Kf2 [2.Kd1 Re8 3.Bd2 Nd7 =] 2...Nd7 3.Nf4 Nf6 = Both sides have a good knight and a bad bishop. Draw.)
(1.Bb4 Ba6+ 2.Kf2 Nd7 3.Ng2 Nf6 4.Nf4 [4.Be7? Ne4+ 5.Ke1 Re8 ∓] 4...Rd7 =)
(1.Rc1 Ba6+ 2.Kf2 [2.Nd3? Rc8 ∓] 2...Rc8 =)

Knights and bishops are not equal pieces. They are both worth "3 points", but their *true value* depends on the pawn structure. Knight for bishop is not an even trade. One player always gets the better deal, at least in some small way.

❾ 1.c4
Whoever runs out of pawn moves first will lose. White can only win the *tempo battle* with this move.
1...b6 2.b4 [or 2.b3 d6 3.b4 +−] 2...d6 3.b5 +−
1...d6 2.b4 b6 3.b5 +−
(1.b4? b5 2.c3 d5 −+)
(1.c3? b5 2.b3 d6! 3.c4 [3.b4 d5] 3...b4! −+)
(1.b3? b5 2.c3 [2.c4 bxc4 3.bxc4 d6 −+] 2...d6! 3.c4 b4! −+)

❿ 16
Ka1 Kc1 Ke1 Kg1 Ka3 Kc3 Ke3 Kg3
Ka5 Kc5 Ke5 Kg5 Ka7 Kc7 Ke7 Kg7
No way to crowd more in.

Best Move Contest #38 (*page 63*)

❶ 1.h4+ Kxh4 [1...Kf4 2.Bd2#] 2.Bf6#

❷ 1.Rh8+
1...Kxh8 2.Qh3+ Bh6 [2...Kg8 3.Qh7#]
3.Qxh6+ Kg8 4.Qh7#
1...Bxh8 2.Qh3 Rfd8 [2...Bg7 3.Qh7#]
3.Qh7+ Kf8 4.Qxf7#
(*1.Qh3? Rfd8* −+)
(*1.Nce4? Nd4!* −+ [*or 1...Rfd8* −+])

❸ 1.f6+
1...Qxf6 2.Qh6+ Kg8 3.Qh7#
1...Nxf6 2.Qh6+ Kg8 3.Qh8#
1...Kg8 2.Rh8+! Kxh8 3.Qh6+ Kg8 4.Qg7#
(*1.Qh6+? Kf6* ∓)

❹ 1.Bh6
1...Qxh6 [1...Nxh6? 2.Qxf6] 2.Qxh8
1...Qxg7 2.Bxg7 [Δ 3.Bxh8]
1...e5 2.Qf8+ Kd7 3.Bg7 Qe6 4.Bxh8
1...Bc5 [1...Bd7? 2.Qf8# or 1...Bd4? 2.Nxd4]
2.Qxf6 Nxf6 3.Bg7 Rg8 4.Bxf6

❺ 1.Nb5
1...Nc6 2.Rfb1 *traps* queen. [2.Nc7? Rb8 =]
1...a6 2.Rfb1 [2.Nc7? Ra7 =]
2...Qxb1+ 3.Rxb1 axb5 4.c3 [Δ 5.Bxb5]
2...Qxa1 3.Rxa1 axb5 4.Bxb5
(*1.Rfb1? Qa3* =) (*1.a3?* [*or 1.a4?*] *1...Qb6* =)

❻ 1.Qd2
Another queen is caught off guard. [1...Qxg5 2.Qxg5 or 1...Bb7 2.Bxf6 or 1...Qg6 2.Bxg6]
(*1.Qxf3? Qxf3!* ∓ [*1...Qxg5? 2.Qxa8+* +−])

❼ 1.Rb2 [1.Rb4? Nd5 −+] 1...Nd5 2.Bd4 =
The rook moves to a square where the bishop can protect it. See exercise #34.

❽ 1.Rxb7
White has a dominating position with an extra pawn and a rook on the seventh rank. There are many ways to win the battle (*like 1.Rdd7*), but taking b7 grabs the most loot.
1...Rxb7? 2.Rd8+ Re8 3.Rxe8#
1...Ra8 2.Rxa7! +−
1...Rf8 2.Rxa7 Rxe2 3.b5 +−
1...Rbe8 2.Rxa7 Rxe2 3.Rdd7 Rf8 4.b5 +−
1...Rc8 2.Rxa7 Rxe2 3.Rdd7 +−
(*1.Rdd7 Rf8 2.Rxb7 a6* +−)
(*1.e3 h5 When you are making an escape square for your king, don't play ...h6 (or h3) automatically. Sometimes ...h5 (or h4) is the better move, especially in the endgame. 2.Rdd7 Rf6 3.h4!?* +− *Don't always take a pawn when you can. Taking Rxb7 here is a good move, but what's the hurry? By delaying the capture, white keeps two powerful rooks on the 7th rank, and black keeps suffering from two passive rooks stuck guarding pawns.*)

❾ 1.Ra8
White draws by perpetual check. 1...Ke3 2.Re8+ Kd4 3.Rd8+ Kc3 4.Rc8+ Kd4 5.Rd8+ The black king has nowhere to hide.
(*1.Ra6 and 1.Ra5 would also draw.*)
(*1.Kd2? Rh2*+ −+ [2.Kd1 Ke3 or 2.Kc3 Rc2+ 3.Kb3 Rc1])
(*1.Ra4+? Ke3* −+)

❿ The rook has exactly the same mobility on all 64 squares (14 moves).

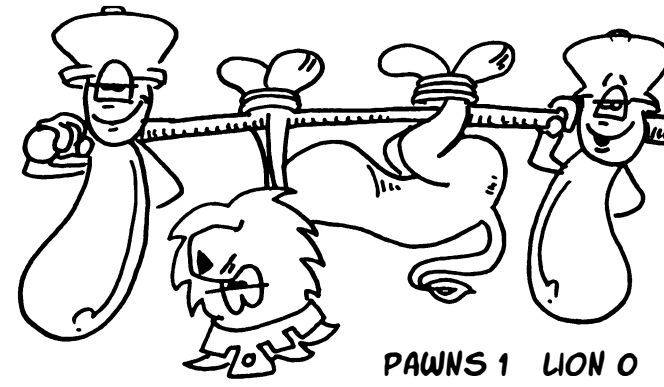
Best Move Contest #39 (*page 64*)

❶ 1.Rxh7+ Kxh7 [1...Kg8 2.Qxf7#] 2.Qxf7+ Kh6 [2...Kh8 3.Rh1#] 3.Rh1+ Kg5 4.Qf4#
Blast and chase.
(*1.Qh6+? Kg8 2.Qxh7+ Kf8* ∓)

❷ 1.Rxg6+ fxg6 2.Qxg6+ Kh8 3.Qh6+ Kg8 4.Rg1+ Kf7 [4...Qg2 5.Rxg2+] 5.Rg7+ Ke8 6.Qe6+ Ne7 7.Qxe7# [or 7.Rxe7#]

❸ 1.Bxh7+
The *hunt* begins!

1...Kxh7 2.Qh5+	[2.Rh3+? Kg8 3.Qh5 f6 −+]
2...Kg8 3.Rxg7+	[3.Qh6? Nf5 or 3.Bh6? Ng6 or 3.Rh3? f6 −+]
3...Kxg7 4.Bh6+	[4.Qh6+? Kg8 −+ or 4.Qg5+? Ng6 −+]
4...Kh7	[4...Kf6 5.Qg5# or 4...Kg8 5.Qg5+ Ng6 6.Qf6]
5.Bg5+ Kg7	[5...Kg8 6.Bf6 Ng6 7.Qh6]
6.Qh6+ Kg8	
7.Bf6 Nf5	[7...Ng6 8.Qg7#]
8.Qh8#	



Black can also decline the bishop sacrifice. White has lots of ways to mate then.

1...Kh8 2.Qh5

2...Ne5 3.Be4+ Kg8 4.Qh7#

2...g6 3.Bxg6+ Kg7 4.Bh6+ Kg8

[4...Kf6 5.Qg5#] [4...Kh8 5.Bg5+ Kg7 6.Qh7#]

5.Bh7+ Kh8 [5...Kxh7 6.Bxf8#] 6.Bg7#

2...Ng8 3.Be4+ Nh6 4.Rxg7 Kxg7

5.Qxh6+ Kg8 6.Qh7#

2...Rfd8 3.Rh3 [3.Be4+ also forces mate.]

3...Ne5 4.Be4+ Kg8 5.Qh8#

3...g6 4.Bxg6+ Kg7 5.Bh6+ Kg8

[5...Kf6 6.Qg5#] 6.Bxf7+ Kh7 7.Bf8#

(*1.Rxg7+? Kxg7 2.Qh5* [*2.Qg4+*] *2...Ng6* −+)

(*1.Qh5? Ng6* −+ [*or 1...g6 or 1...f5* −+])

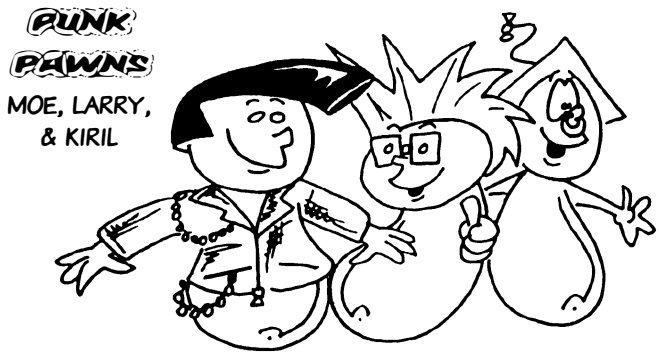
❹ 1.Rxe6

1...Rxe6 2.Qb8+ Kh7 3.Qh8#

[Mate is delayed by 2...Bd8 3.Qxd8+ Re8.]

1...Rd8 [or 1...Rc8] 2.Ne7+ Kh8

[or 1...Kf8 or 1...Rxe7] 3.Rxh6



❺ 1.b5

1...Rb6 [or 1...Rd6] 2.Rxc3

1...Rc7 [or 1...Rc5] 2.Rxe6

1...Bd4 2.bxc6 Bxe3 3.Bc4! [or 3.fxe3]

The black rook has two jobs: guarding the bishop on c3 and the knight on e6. Double duty is usually very efficient, but here it is an *overload*. The attacked rook cannot move away and still do both jobs.

(*1.Rxe6? Rxe6 2.Bc4 Kf7* =)

(*1.Bb5? Rb6 2.Bc4* [*2.Rxc3 Rxb5* =] *2...Be5* =)

❻ 1.Bxf5 Bxf5 [1...Rxf5 2.Nxf5] [1...Rad8 2.Bxe6+]

2.Nxf5 Rxf5 [2...Qc5+ 3.Ne3]

3.Qd5+ Rf7 [or 3...Kh8] 4.Qxa8+

(*1.Nxf5? Bxf5*

2.Bxf5? Qc5+! 3.Kh1 Rxf5 ∓

2.Qd5+ Kh8 [*or 2...Be6 3.Qxe5 Qa7+* =]

3.Bxf5 Qa7+ 4.Kh1 Rxf5 5.Rxe5 =)

❼ 1.Rc1

Unpinning method #5. *Move away with a mate threat.* [1...Rxb6? 2.Rc8+ Ne8 3.Rxe8#]

1...Nd5 2.Ba5 = or 1...h5 2.Rc6 =

(*1.e4? Nd7* −+)

❽ 1.Nxe5

A queen sacrifice wins tons of material!

1...Bxd1 2.Bb5+ c6 [2...Qd7 3.Bxd7+] 3.dxc6

3...Qc7 4.cxb7+ Kd8 5.Nxf7#

3...b6 [or 3...Qd4] 4.c7+ Qd7 5.Bxd7#

3...Qa5 4.cxb7+ Kd8 5.bxa8=Q+ Kc7

6.Qc6+ Kb8 7.Nd7#

3...e6 4.cxb7+ Ke7 5.Nc6+ Kf6

6.Nxd8 Rxd8 7.0-0+ Kg6 8.Rxd1 +−

3...a6 4.c7+ axb5 5.cxd8=Q+ Rxd8

6.Nxd1 +−

(*1.Bb5+ Nd7! 2.0-0* ∓ *Black is up a pawn.*)

(*1.Be2 Bxf3 2.Bxf3 Nf6* ∓)

The diagram position arose from 1.d4 d5 2.e4!? dxe4 3.f3 exf3 4.Nxf3 Bg4 5.Nc3 Nc6 6.d5 Ne5. The same trap also occurs in other openings.

1.e4 d5 2.exd5 Qxd5 3.Nc3 Qd8?! 4.Nf3 Bg4 5.d4 Nc6 6.d5 Ne5? 7.Nxe5 +−

1.e4 d6 2.d4 Nc6 3.Nf3 Bg4 4.Nc3 g6 5.d5 Ne5? 6.Nxe5 Bxd1 7.Bb5+ c6 8.dxc6 a6 [8...dxe5 9.cxb7+ Qd7 10.bxa8=R#] 9.c7+ axb5 10.cxd8=Q+ Rxd8 11.Nxf7! Kxf7 12.Kxd1 ±

❾ 1.Bd5

Other moves also win, but none as quickly. White forces a bishop trade, simplifying to a won pawn ending:

1...Ke8 2.Bc6+ Bxc6 3.Kxc6 Kd8 4.d7 Ke7 5.Kc7

1...Be8 2.Bc6 Kf7 [2...Bh5 3.d7] 3.Bxe8+ Kxe8 4.d7+

(*1.Bb3 Bb5 and white must still bring the bishop to c6 to make progress.*)

(*1.Bd7 Bb3 2.Bc6 Be6 and the white pieces are spinning their wheels.*)

(*1.d7? Bxd7* ½-½)

❿ 4 For example, Qd4 Qd5 Qe4 Qe5, or Qa1 Qa8 Qh1 Qh8

Best Move Contest #40 *(page 66)*

❶ 1.Qb8+ Ka6 2.Qhc8+
2...Qeb7 [or 2...Qfb7] 3.Qa8+ Kb5 4.Qc4#
2...Kb5 3.Qc4#

❷ 1.Ng6
1...Qxg6 2.Rd8#
1...Nxc4 2.Qh8#
1...Qf1+ 2.Rxf1 Rxg6 3.Bxf7+ Kf8
4.Qxc5+ Rd6 5.Qxd6#
(1.Bxf7+? Qxf7 [1...Kf8 2.Bc4! +–] 2.Rd8+ Qf8 3.Rxf8+ Kxf8 4.h3 =)
(1.Rd8+? Qxd8 2.Qxf7+ Kh8 3.Qh5+ Rh6 –+)

❸ 1.Re8+
1...Bf8 2.Ne7+ Kh8
3.Ng6+ Kg8 4.Rxf8# or
3.Rxf8+ Rxf8 4.Ng6# Pin-o-rama!
1...Rf8
2.Nf6+ Kh8 3.Qxh7# or
2.Ne7+ Kh8 3.Ng6#

❹ 1.Rxd6
1...Rxd6 2.e5 Rg6 [2...Rd3 3.exf6] 3.exd6
1...Qxd6 2.e5 [2.Bf4? e5 3.Rd1!? Qxd1+! =]
2...Qe7 3.exf6 Qxf6
2...Qxe5 3.Bf4 [3...Qc7 4.Bxc7+]

❺ 1.Qxc7+ Qxc7 2.Rd7+ Qxd7 [2...Kf6 3.Rxc7]
3.Rxd7+ Kf6 4.Bxc6
(1.Rd6? Be5 ∓)

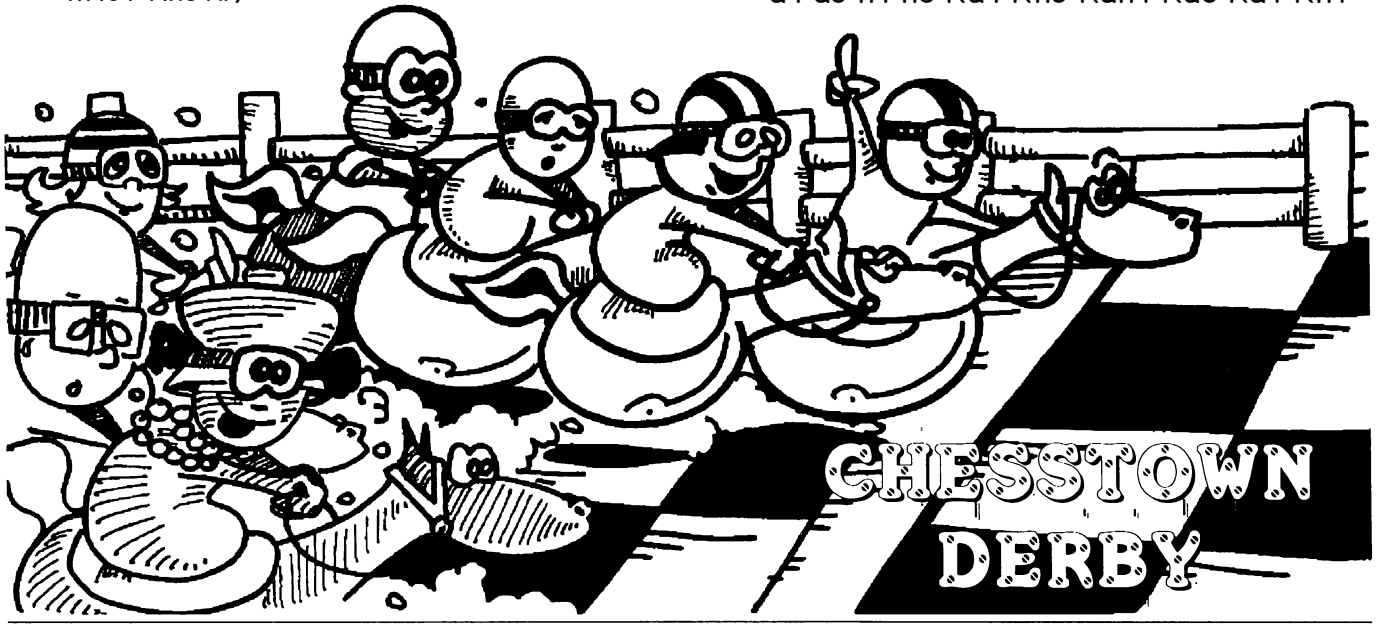
❻ 1.f4
1...Bd6 2.Qe8+ [2.Qe6+? Rf7!] 2...Bf8 3.Qxd7
1...Qd5 2.fxe5
1...Bxc3? [or 1...Bxf4?] 2.Qe8#
1...Rxd3? 2.cxd3 Bd6 3.Qe6+! Kh8
[3...Kf8 4.Qe8#] 4.Qe8+ Bf8 5.Qxf8#
(1.Qg4? Qd5 ±)
(1.Nxe5?! fxe5 2.Qxe5? Qxe5 3.Rxe5 Rd1+ 4.Re1 Rxe1#)

❼ 1.Qxg7+ Rxg7 2.Rxf8+ Rg8 3.Rff7
White draws by perpetual check.
3...Rc8 [3...Qxb3? 4.Rxh7#] 4.Rxh7+ Kg8
5.Rhg7+! Kf8 6.Rgf7+ [6.Ref7+? Ke8 –+]
6...Kg8 7.Rg7+ =
3...Rg7!?
4.Rf8+! Rg8 5.Rff7 =
4.Rxg7? Qf1+ 5.Kh2 Qf4+
6.Kh3 Qh6+ 7.Kg3 Qxg7 –+
6.Kg1 Qd4+ 7.Kf1 Qxg7 –+
(1.Qc4? Rxf1+ –+) *(1.Rxb7? Rxf7–+)*

❽ 1.Bh4
Black's h-pawn has just "*put the question*" to the bishop on g5. "What are you going to do, Mr. B, take the knight or take a hike?"
The smart answer is to retreat and *keep the pin* on the knight at f6.
1...g5? 2.Nxg5! +– See exercise #33.
1...Be6 2.Rb1 ±
1...Re8 2.h3 Be6 [2...Na5 3.Nd2 ±] 3.Rb1 ±
1...Bg4 2.h3 Bh5 [2...Be6 3.Rb1 ±] 3.g4 Bg6
4.Nd2 ± White will open things up with pawn to f4.
(1.Bxf6?! Qxf6 ∓ The exchange gives black more freedom. Don't trade away your pins!)
(1.Be3?! This retreat centralizes the bishop, but it gives up the pin and lets black open the centre favourably with 1...d5! ∓.)

❾ 1.e4+
1...fxe4+ 2.Ke3 Kd6 3.Kxe4 =
1...Ke6 2.exf5 Kxf5 3.Ke3 =
(1.Kd2? Kc4 2.Kc2 e4 3.Kd2 Kb3 –+)
(1.Ke2? Ke4 2.Kf2 f4 3.exf4 Kxf4! –+)
(1.Kc3? Ke4 2.Kd2 f4 3.exf4 Kxf4! 4.Ke2 Ke4! –+)

❿ 10
a4 a5 h4 h5 Ra4 Rh3 Rah4 Ra3 Ra1 Rh1



Best Move Contest #41 (*page 67*)

❶ 1.Qxf8+ Kxf8 2.Rb8+ Qd8 3.Rbxd8#

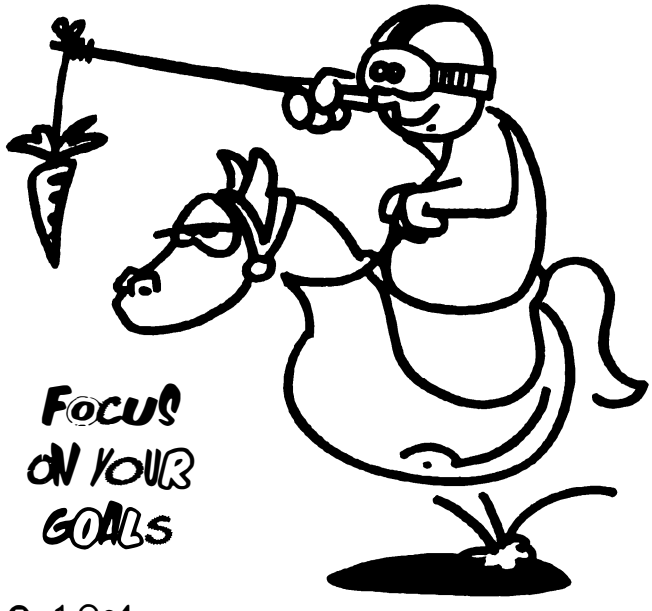
❷ 1.Re8+
1...Nxe8 2.Qh7+ Kf8 3.Qh8+ Nxh8 4.Rxh8#
1...Qf8 2.Nxf6+ gxf6 3.Qh7#
1...Nf8 2.Qh8#
(*1.Nxf6+? Qxf6+ 2.Kc2 Qc3+ 3.Kd1 Qd3+ 4.Kc1 Ra1+ 5.Kb2 R7a2#*)
(*1.Qc8+ Nf8!* −+)

❸ 1.Qxc7+
1...Rxc7 2.Rd8+ Rc8 3.Bxe5+ Ka8 4.Rxc8#
1...Kxc7 [1...Ka8 2.Qxc8#] 2.Bxe5#

❹ 1.Bxf8 Kxf8 2.Bxf7 Kxf7
[2...Rf4 3.Bxh5 Rxf2+ 4.Be2]
3.Nd6+ Ke6 4.Nxe4
(*1.Rg1+? Rg4* =)

❺ 1.b4 Bb6 2.b5 [2.a4? f5! ∞]
2...Na5 [or 2...Nd8] 3.Ne7+ Kf7 4.Nxg6
2...Re8 3.bxc6
(*1.Nc4? Bb6 2.Ncxb6 cxb6 3.Nc7 Rb8* =)

❻ 1.Qxe8+ Qxe8 2.Rxc8 Qxc8 [2...Kf8 3.Rxe8+]
3.Ne7+ Kf8 4.Nxc8
Forcing moves that lead to *forks*.



❼ 1.Qc4
Unforking method #6. *Pin the forker.*
1...dxe3? 2.Qxh4 +−
1...Bg6 2.Nc2 Bxc2 3.Qc8+ Kh7 4.Qxc2+ =
(*1.Nxf5? dxc3 2.Nxh4 c2* −+)
(*1.g3? dxc3 2.gxh4 c2 3.Nxc2 Bxc2* −+)
(*1.Qd2? dxe3* −+)

❽ 1.Rd2 =
White must keep the black rook off the second rank. Other moves lose a pawn.
(*1.Rd7? Rc1+ 2.Kf2 Rc2+ 3.Kf3 Rxa2* ∓)
(*1.Re5? Rc2!* [*1...Rc1+?! 2.Kf2 Rc2+ 3.Re2* =] *2.a4 Rc3 3.Kf2 Rxb3* ∓)

❾ 1.Rc8+
White sacrifices to reach a Q vs. R ending.
1...Kxc8 [1...Kb7 2.d7] 2.d7+ Kb7! 3.d8=Q
See exercises #11 and #20.
(*1.Rc1? Rh7+ = Black draws by checking on the ranks. Even though the black king is cut off along the c-file, the black rook has enough room on the "long side" of the pawn to keep on checking. A curious line is 2.Kd8 Rh8+ 3.Kd7 Rh7+ 4.Kc6 Kc8! 5.Rg1 Rc7+! 6.Kd5* [*6.dxc7 stalemate*] *6...Rc2 =. Another line is: 2.Kf8 Rh8+ 3.Kg7 Rd8* =)
(*1.Kd7? Rh1! 2.Kc6* [*2.Rc1 Rh7+*] *2...Rc1+* =)

❿ d4 d5 e4 e5 27 squares

Best Move Contest #42 (*page 68*)

❶ 1.Qg5+ Kf8 2.Qh6#
(*1.Nce4? h6* −+)

❷ 1.Qh6+ Kg8 [1...Kh8 2.Rf8+ Qxf8 3.Qxh7#]
2.Rf8+ [2.Nf6+? Kf7 =] 2...Qxf8 3.Qxh7#

❸ 1.Bf8
1...Rxf8 2.Ne7#
1...Kxf8 2.Qh8#
1...Bxd5 2.Qg7#
1...Qh6 2.Bxh6 Bxd5 3.Qg7#
1...Qxh2+ 2.Kxh2 Bg1+ delays mate.
(*1.Ne7+? Rxe7* −+)

❹ 1.Bxg7 Qxg7 2.Qa1+ Ke4 3.Qxg7
[2.Qe8+? Kd4 3.Qxe2 Qe5+ 4.Qxe5+ Kxe5 5.Kg3 Kd4 6.Kf4 Kc3 7.Kxf5 Kxb3 −+]
How good is your *x-ray* vision?
(*1.Bxb4? Rc2* ∓)
(*1.Qb8+? Ke4 2.Qxb4+ Qd4* ∓)
(*1.Qa5+? Ke6* (*1...Ke4 2.Qxb4+* ∞] *2.Qa6+ Kf7 3.Qxe2 Kxf8* ∓)

❺ 1.Rxc4 dxc4 2.Be4 Qc7 3.Bxa8

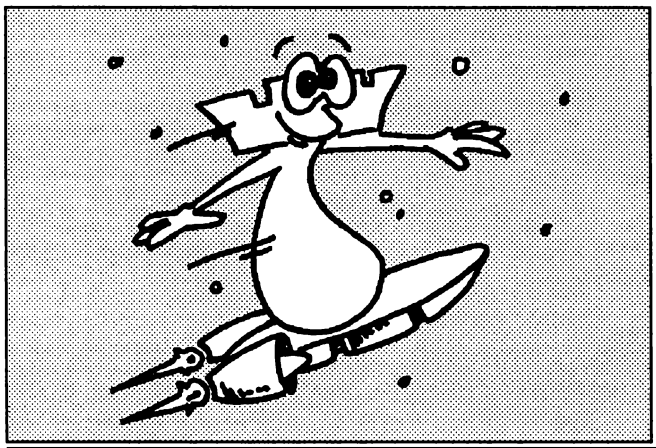
❻ 1.Qxf8+
1...Kxf8 2.Rxe8+ Kf7 3.Rf8+ Ke6 4.Rxf3
1...Qxf8 2.Rxe8 Qxe8 3.Rxe8+
(*1.Rxe8? Qxf2+ 2.Kh1 Qf1#*)

❼ 1.Rxh7+
One rook is sacked so the other one can pin the queen. That's team work!
1...Qxh7 2.Rxh2 +−
1...Kxh7 2.Rxh2 +− [An even sweeter win is 2.Qf7+! Kh8 (*2...Qg7 3.Rxh2+ Bh3 4.Rxh3#*) 3.Qxe8+ Kg7 4.Qf7+ Kh8 5.Qg8#]
(*1.Rxh2? Re1+ 2.Kg2 Qg5#*)
(*1.Ra8? Bb8+ 2.Kg1* [*2.Rh2 Qxh2#*] *2...Re1#*)
(*1.Ra1? Be5+ 2.Kg1 Bxa1* −+)
(*1.Qd1? Bb8+ 2.Kg1 Bxa7* −+)
(*1.Qd4+? Be5+ 2.Kg1 Bxd4* −+)
(*1.Re7!? Bc7+* [*1...Rxe7? 2.Qg8#*] *2.Kg1 Qc1+ 3.Qd1* [*3.Bd1 Rxe7*] *3...Qxd1+ 4.Bxd1 Rxe7* −+)

❽ 1.Bxc6 bxc6
White doubles the black c-pawns. They will be especially weak because they are also backward and on an open file.
2.Na4! ± White stops ...*c5* once and for all. The knight will have a great outpost on c5, where he can blockade the weak doubled pawns. [After 2.0-0, black gets rid of the doubled pawns. 2...Rb8! 3.Na4 (*3.b3 c5!* =) 3...c5! 4.dxc5 (*4.Nxc5 Rxb2* =) 4...Bxb2 5.Nxb2 Rxb2 =]
Here's how the game might go after 2.Na4: 2...Qb8!? [2...Rb8 3.Rc1 ± or 2...Re8 3.0-0 ±] 3.0-0 Qb5 4.Rc1 Rab8 5.Rc3 White plans to double rooks on the open file. The best way to play against weak pawns is to make the other player defend them with pieces and to trade down to an endgame. 5...Be4 6.b3! This little move does a lot. It frees the queen from guarding the knight on a4, and frees the knight from guarding b2. 6...g5?! 7.Qc1!? White ignores the black attack and focuses on winning the c6-pawn. 7...Qe2? [7...Bxf3 8.gxf3 ± The doubled f-pawns aren't bad here as they are not isolated or on an open file.] 8.Rxc6! Bg7 [8...Bxf3 9.Rxf6!+−] 9.Nc3! Qd3 [9...Qc2 10.Qxc2 Bxc2 11.Nxd5 +−] 10.Ne1 +− The black queen is trapped!
(*1.0-0 Ne7! = Good to castle, but first things first! Now black avoids the doubled pawns.*)
(*1.Rc1* [*or 1.Qb3*] *1...Ne7!* =)

❾ 1.Qd3+ Only this move forces mate.
1...Ka2 2.Qb3#
1...Kb2 2.Qd2+!
2...Ka3 3.Qb4+ Ka2 4.Qb3#
2...Kb1 3.Kb3! Mate is unstoppable.
1...Kc1 2.Qf1+ Kb2 3.Qe2+
3...Kb1 [3...Ka3 4.Qd3+!] 4.Kb3 +−
3...Kc1 4.Qe1+ Kb2 5.Qd2+ as above.
(*1.Qe1+? Ka2!* [*1...Kb2? 2.Qd2+* +−]
2.Qa5+ Kb1! = [*or 2.Qd2+ Qb2* =])

❿ a3 a6 c1 c8 f1 f8 h3 h6



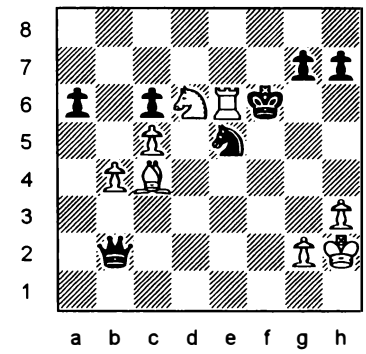
Best Move Contest #43 (*page 69*)

❶ 1.Rg8+ Rxg8 2.Nf7#
(*1.Ne5? Na4+!* [*1...Qg4? +− but no quick mate.*]
2.Kb1 Rd1+! 3.Rxd1 Nc3+ −+ [*or 3...Kxg7 −+*])

❷ 1.Qxh7+ Rxh7 2.Rg8#
(*1.Rg8+? Qxg8 2.Nxg8* [*2.Qh5+ Rh7 −+*]
2...Bb7+ 3.Kg1 Rg7+ −+)
(*1.Nxh7? Bb7+ 2.Rg2* [*2.Qe4 Bxe4+*] *2...Re1#*)

❸ 1.Re7+ Nxc4 [or 1...Kf8 or 1...Kh8 or 1...Nf7]
2.Re8#
(*1.Rf2+? Nxc4 2.Rxb2 Nxb2 3.Nxb7* **Nd3** ∓)
(*1.Rxb7+? Kf8!* [*1...Nxc4? 2.Rb8#*]
2.Rb8+ [*2.Bxa6* ∞] *2...Ke7 3.Re8+*
3...Kd7? 4.Be6+ Kc7 5.Rc8#
3...Kf6 4.Re6+ Kg5 ∞)

The last line (*1.Rxb7+ Kf8 2.Rb8+ Ke7 3.Re8+ Kf6 4.Re6+*) *almost works. Let's look at the position after 4.Re6+, and make some small changes that allow white to win.*



3b. *If the white h-pawn were on h4 instead of h3, then black would be checkmated.*
3c. *If the black queen were on c3 instead of b2, then white can win with 4...Kg5 5.Ne4+! Kf5 6.Nxc3 +−*
3d. *If the white king were on h1 instead of h2, then white can win with 4...Kg5 5.Rxe5+! Qxe5* [*5...Kh4 6.Re4+ Kh5 7.Kh2*] *6.Nf7+ Kf5 7.Nxe5 +−*

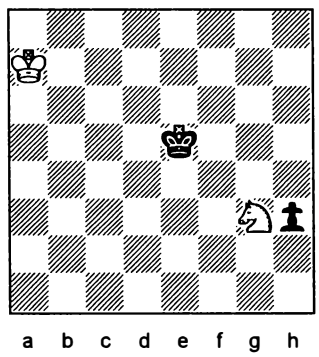
❹ 1.Rg3
1...fxg3 2.Bxg5
[2...Rxf1+ 3.Qxf1 Rf8 4.Qe1 gxh2 5.Be7!?]
1...Qxg3 2.hxg3 [2...fxg3 3.Rf5!?]
1...Qg6 2.Rxg6+

❺ 1.Rxd7 Rxd7 2.Qf5 [2.Rd1? Bd6 3.Qf5 Qe7 =]
2...0-0 3.Qxd7
(1.Bxd7+? Rxd7 2.Rxd7 Kxd7 3.Qf5+ Kc6!? 4.Qxe5 Bf6 ∞ [*4...Bd6? 5.Nd4+ Kb7 6.Qd5+* ±])

❻ 1.Rxe6
1...Qxe6 [1...Qd8 2.Qxd5] 2.Bxd5
[2...Rae8 3.Bxe6+ or 2...Qxd5 3.Qxd5+]
1...Bxd4
2.Rxd6 [2.Qxd5 +−] Rxf3 3.Rxd5! or
2.Bxd5!? Kh8 [2...Rxf3? 3.Re8#]
3.Rxd6 Rxf3 4.Bxf3 cxd6 5.Bf4
How to annoy your chess opponents:
Stick them with a pin!

❼ 1.Nxc4+
The passed pawns are too dangerous, so white "reduces" the game to a draw. Even if white could win all three black pawns, the ending R+N vs. R is a simple draw.
1...Rxc4 2.Rxd2+ Kc5 3.Rxb2 =
1...Kc5!? leads to instructive positions.
[2.Nxd2? Rxd2! 3.Rb1 Rc2! 4.Kg1 Rc1+ −+]
[2.Rxd2? b1=Q+! −+ (*2...Rxd2? 3.Nxd2 Kd4 4.Kg2 Kd3 5.Nb1 Kc2 6.Na3+ Kb3 7.Nb1 Ka2 8.Nc3+ = If he's close enough, a lone knight can defend against king and pawn. The only exception is an a-pawn or an h-pawn on its seventh rank. See example below.*)]
2.Nxb2! Kb4 3.Rf1!
[3.Kg2? Kc3! 4.Kf2 Kxb2 5.Ke3 Kc2! −+]
3...Kc3 4.Nd1+ Kc2 5.Kg2 Re4 6.Kf2 Rf4+
7.Ke2 Rxf1 8.Ne3+! Kc1 9.Kxf1 =
(1.Rxd2? b1=Q+ −+) *(1.Kg2? c3* −+)
(1.Nf5+? Ke5 2.Nxd4 Kxd4 3.Rxd2+ Kc3 4.Rd1 Kc2 −+)

#7b

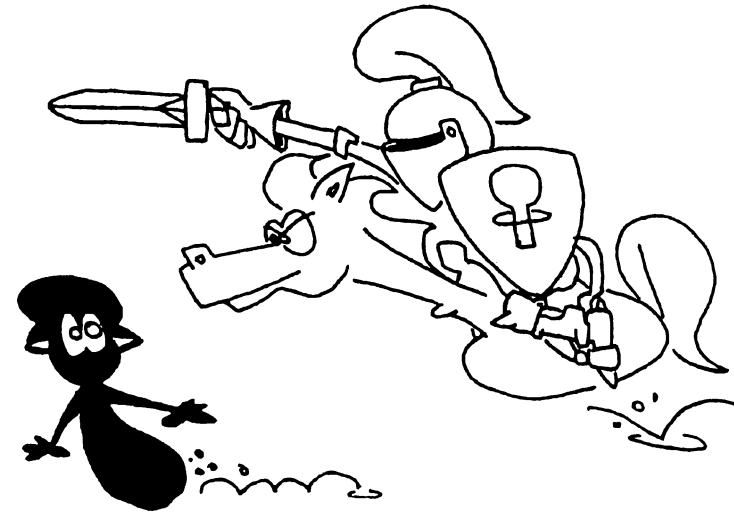


In this diagram, black to move wins.
1...h2
A knight does not have enough room to jump around a *rook pawn* once the pawn reaches its seventh rank.
2.Kb6 Kf4 3.Nh1 Kf3 4.Kc5 Kg2
[Now white would like to play 5.Ni3+!? but that is impossible.] 5.Kd4 Kxh1 6.Ke3 Kg2 −+

With white to play in the diagram, there are two ways to draw. The first way is with the help of the king.
1.Kb6 h2 2.Kc5 Kf4 3.Nh1 Kf3 4.Kd4 Kg2
5.Ke3 Kxh1 6.Kf2 ½-½ Stalemate!

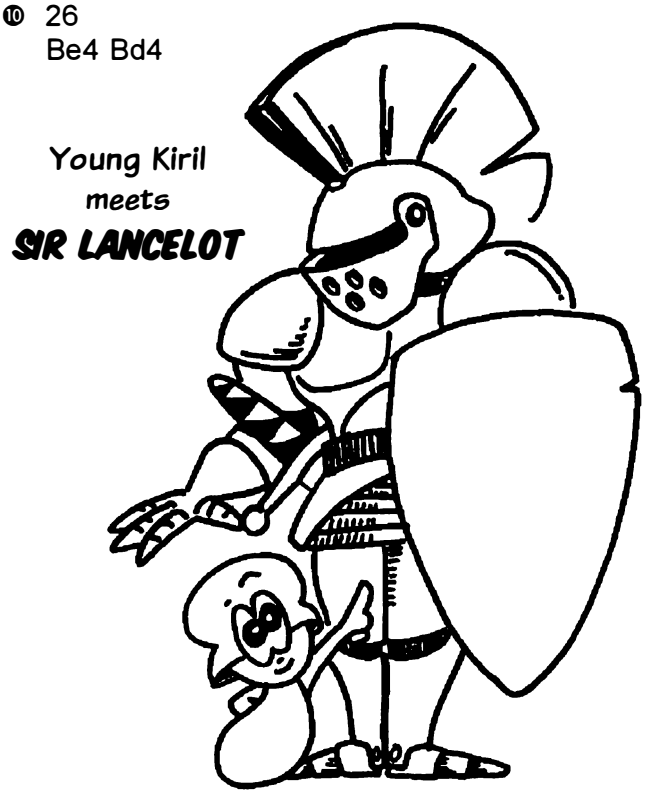
The second way is with the knight alone.
1.Nf1! stops the pawn on its sixth rank.
Now the knight plays hop-scotch on the f1, h2, g4, e3 squares, and the black king cannot drive him away. 1...Kf4 2.Nh2 Kg3
3.Nf1+ Kg2 [3...Kf2 4.Nh2 Kg2 5.Ng4 =]
4.Ne3+ Kf2 [4...Kg1 5.Ng4 or 4...Kf3 5.Nf1 =]
5.Ng4+ Kg3 6.Ne3! = The final trick is:
6...h2 7.Nf1+ Kg2 8.Nxh2 ½-½.

❽ 1.g5 b4
[1...Nh5 2.f6 +− or 1...Bxf5 2.gxf6 Bxf6 3.Nd5! Qxd2 4.Nxf6+ Kg7 5.Rxd2 Kxf6 +−]
2.Ne2 [2.gxf6? bxc3 −+] 2...Nd5
[2...Nh5 3.f6 Nxf6 (*3...Bh8* +−) 4.gxf6 Bxf6 +−]
3.Bxd5!
[3.f6? Nc3+! 4.Nxc3 (*4.bxc3 bxc3+*) 4...bxc3 5.Qc1 Rxb2+ 6.Qxb2 cxb2 7.fxg7 Kxg7 −+]
3...Qxd5 4.f6 Bh8 +−
The black bishop on h8 is locked in a tomb and permanently out of the game. It's as if white is up a whole piece! If black ever tries to free the bishop with ...*h6*, white keeps the door sealed with pawn to h4. At best, black can hope to get two pawns for the bishop by sacking on f6.
(1.Bh6 b4! 2.Ne2 ± [*2...Bb5 or 2...Nd5*])
(1.Nd5?! Qxd2 2.Ne7+ Kh8 3.Bxd2 [*3.Rxd2? Rfe8* −+] *3...Rfe8 4.Rhe1 Ng8!* =)



❾ 1.Ke3
The white king must arrive on e4 at the right moment.
1...Ke6 2.Ke4 Kf7 3.Kxe5 Kg7 4.Kf4 Kf7 5.Kg4 Kg7 6.h5 +–
1...Kg7 2.Ke4 Kf7 is the same thing.
(*1.Ke4? Ke6 2.Ke3 Kf5 3.Kf3 e4+ 4.Ke3 Ke5 5.Ke2 Kf4 6.Kf2 Kg4 7.Ke3 Kxh4* –+)

❿ 26
Be4 Bd4



Best Move Contest #44 (*page 70*)

❶ 1.g5+ Kxg5 2.Qf4#
(*1.Bh4+? g5* –+) (*1.e5+ Kg5* –+)
(*1.gxh5 Ne5+!* ∓ [*1...gxh5? 2.Bh4+* +–])

❷ 1.Rh7+
1...Kxh7 2.Qh4+ Kg7 3.Qh6#
1...Kf8 2.Rxf7+ Ke8 [2...Qxf7 3.Qxf7#]
3.Rf8+ Ke7 [3...Rxf8 4.Qxf8#] 4.Qf7#
(*1.Qf6+? Kf8*
2.Rh7 Nd8 =
[*3.Nf4! Bxf1 4.Nxg6+ Rxg6 5.Rh8+ Rg8 6.Qh6+ Ke7 7.Qf6+* (7.Rxg8? Qc6!) *7...Kf8* =]
2.Nf4 Bxf1 3.Nxg6+ Ke8! 4.Rh8! Ne7! =)
(*1.Qh4? Rh8!* –+ [*or 1...Kf8* –+])

❸ 1.Bf6+ Kxf6 [or 1...Kh6] 2.Qg5#

❹ 1.Rxd6
1...cxd6 2.Bh3
2...Qxh3 3.Qxb7#
2...b6 [2...f5 3.Bxf5] 3.Bxd7+
1...Qxd6 2.Bh3+ Rd7 [2...Kb8 3.Qxb7#]
3.Qxb7+ Kd8 4.Qb8+ Ke7 5.Qxh8
Mate threats are a fun way to win material.

❺ 1.Rf5
1...Qxf5 [or 1...Qxe3] 2.Qxg7#
1...Qe6+ 2.Bd5! Nxd5 [2...Qxd5+ 3.Rxd5 or 2...g6 3.Bxe6+] 3.Qxg7#
A champion *deflection*!

❻ 1.Rxd6 Rxd6 2.Qe5
2...Rdd8 [or 2...Red8] 3.Qxg7#
2...f6 3.Qxd6
(*1.Bxg7!? Bxc4!* [*1...Bxh2+ 2.Kxh2 Kxg7* ± *or 1...Kxg7? 2.Rxd6 Rxd6 3.Qe5+ Kh7 4.Qxd6* ±]
2.Qxc4 [*2.Qg4 Be6* =] *2...Kxg7* ±)

❼ 1.Qxg6
Unpinning method #6. *Sack your way out!*
1...hxg6 2.Rxd6 +–
1...Nxd3 2.Qxd3 +–
(*1.Nc1? Nxd3*
2.Rxd3 Bxd3+ 3.Nxd3 –+
2.Nxd3 c5! 3.h5 [*3.b3 c4* –+] *3...Bxh5 4.Rh1* [*4.Rd2 c4* –+] *4...Bg6 5.Rd1 c4* –+)

❽ 1.Rfd1
Black stands worse because of the weak isolated d-pawn. So white must put a rook on the d-file to prevent black from pushing the pawn and trading it off. The important question is "Which rook should go to d1?"
Choosing the right rook is a decision that we have to make in lots of games. The way to choose is to move the rook that leaves the other one with some good options.
In this example, *1.Rad1?!* would not give the rook on f1 a very bright future. However, 1.Rfd1! allows the other rook to have fun on the open c-file.
1...Rd7 [1...Rc8? 2.Bxd5±]
2.Rac1 Rfd8 3.Rd4 [Blockading the pawn.]
3...Kf8 4.Bf1
4...a5 5.bxa5 bxa5 6.Rc5 Ra7 7.Bg2 ±
4...Ra7 5.Rc6 b5 6.Rc5 Ke7 7.Bg2 Rad7 [7...Raa8 8.Bxd5 ±] 8.Kf1 ±
4...b5 5.a4!?
5...Rb8 6.axb5 axb5 7.Rc5 ±
5...bxa4 6.Bxa6 Ra7 7.b5 a3 8.Ra1 Rb8 9.Ra4! ± [9.Rxa3? Rxb5 =]

Another way to choose "which rook" is to decide where you want BOTH rooks before you move either one. Here, it is easy to see that white wants rooks on c1 and d1.
(*1.Rac1? d4! 2.Rc6* [*2.exd4 Rxd4* =] *2...dxe3 3.fxe3 Rd3 4.Rxb6* [*4.a4 Rb8* =] *4...Rxa3* =)
(*1.Rad1?! Rd7 2.Rd4 Rc8!* [*3.Rfd8? Rc1!*]
3.Rfd1 Rc3 4.R1d3 [*4.a4 Ra3* ± or *4.Bxd5 Bxd5 5.Rxd5 Rxd5 6.Rxd5 Rxa3* =] *4...Rxd3 5.Rxd3 Kf8 6.Kf1 Ke7* ±)

❾ 1.Ra3 White draws using the "Philidor method", named after the French master François André Philidor who wrote about it in 1748. The defending rook moves to its third rank and stays there until the pawn advances to its sixth rank. Then the rook goes to the last rank for a checkathon.
1...Rg2 [1...c3 2.Ra8! =] 2.Rh3 Rg1+ 3.Kc2 Rg2+ 4.Kc1 c3 The pawn move is the signal the rook waits for. 5.Rh8! Now white draws by perpetual check. 5...Kd3 6.Rd8+ Kc4 7.Rc8+ Kb3 8.Rb8+ and so on.
Sometimes there are other ways to draw the endgame R + p vs. R, but Philidor's method is the simplest. In this example, it is the only way to draw.
(1.Kc1? Kd3! 2.Ra8 [2.Ra3+ c3 −+] 2...Rh1+ 3.Kb2 c3+ 4.Kb3 Rb1+ 5.Ka2 c2 −+)
(1.Ra8? Kd3! With accurate play, black wins. 2.Kc1 Rh1+ 3.Kb2 c3+ 4.Kb3 Rb1+ −+ 2.Rd8+ [2.Rc8 Rh1# or 2.Ra3+ c3 −+] 2...Kc3 3.Rc8 Rh1+ 4.Ke2 Rc1! [4...Kb3 5.Kd2] 5.Rc7 [5.Ke3 Re1+ or 5.Rb8 Kc2] 5...Kb3 6.Kd2 [6.Rb7+ Kc2] 6...Rc2+! 7.Kd1 Kb2! 8.Rb7+ Kc3 9.Rh7 Rg2 10.Rc7 Rg1+ 11.Ke2 Rc1 12.Rc8 Kb2 13.Rc7 c3 −+)

❿ 42 Qd5 Qe3 (or Qd5 Qf2)

Best Move Contest #45 *(page 71)*

❶ 1.Rxh6+ Kg8 [1...gxh6 2.Qh7#] 2.Rh8+ Kxh8 3.Qh3+ Kg8 [3...Qh4 4.Qxh4+] 4.Qh7#

❷ 1.Qh6+ Kg8 2.Bd5+ Rxd5 [2...Rf7 3.gxf7#] 3.Qh7+ Kf8 4.Qf7#
(1.Qh7+ Kf8 2.Bh6+ Ke8 −+ [3.g7 Qe5+! 4.Kh1 Bxg7 5.Qg8+ Ke7 6.Qxg7+ Qxg7 −+]

❸ 1.Be7+ Rxe7 2.Rd8+ Re8 3.Rxe8+ Kxe8 4.Rg8#

❹ 1.Bxg7+ Kxg7 [1...Kg8 2.Bxf8] 2.Nh5+ Kh8 3.Nxf4

❺ 1.Rb8+ Kg7 [1...Kh7 2.Nf6+ Kg7 3.Nxd5] 2.Rg8+ Kxg8 [2...Kh7 3.Nf6#] 3.Nf6+ Kg7 4.Nxd5

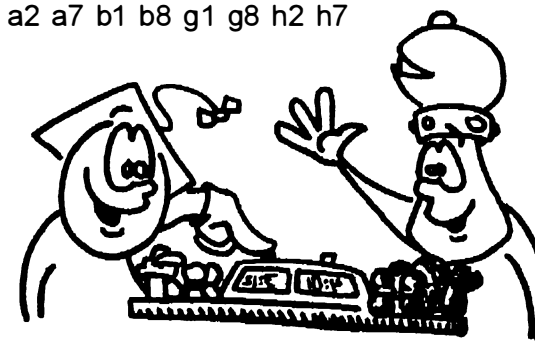
❻ 1.Rxg7
1...Kxg7 2.Qxd7! Qxd7 3.e6+ Kf8 4.exd7 [4...Rd8 5.Bf6 Rxd7 6.Bxe7+ Rxe7 7.Rxd5 +−] Wham bam! A deluxe double deek.
1...a6!? 2.Qxd7! [2.Rxe7 Rxe7 3.Qxb6 +−] [2.Qxa6? Kxg7 3.Qxb6 ±]
2...Qxd7 3.e6! Qa4 [3...Qxe6 4.Rg6+ +−] 4.Rg3+ Qxd4 5.Rxd4
(1.Qxd7? Qxd7 2.e6! [2.Rxg7? Qc6! −+] 2...Qc6 3.Bxg7+ Kg8 4.Bh6+ = perp 2...Qxe6 3.Rxg7 Nc6! 4.Bxd5! [4.Rg6+? Nxd4 5.Rxe6 Nxe6 ∓] 4...Qxd5 5.Rd7+ Qxd4! 6.R1xd4 Nxd4 7.Rxd4 =)

❼ 1.Qh5+ Kxh5 [1...Kf5? 2.Qxf3 ±] 2.g4+ = It's stalemate no matter what black plays!

❽ 1.Nxb3
White has serious difficulties on the a-file and must sack a piece to break the attack and simplify to a queen endgame. Then, even down 3 pawns, white should draw! Queen endings can be extremely hard to win when your king doesn't have a good shelter. They are often the defender's hope.
1...cxb3 2.Rc8+ Rxc8 3.Qxc8+ Kh7 4.Qf5+ Kg8 [4...g6 5.Qf7+ =] 5.Qe6+ Kf8 6.Qc8+ Ke7 7.Qxb7+ Kd6 8.Qxb3 ∓
Black has an extra pawn, but none are dangerous yet and there is no way to force a queen trade. White will probably draw by perpetual check because the black king has nowhere to hide.
1...Qa2+ 2.Kc1 cxb3 [2...b5 3.Rg3 Qa7 4.Nd4 ∞] 3.Rc8+ Rxc8+ 4.Qxc8+ Kh7 5.Qf5+ Kg8 6.Qxd5+ = perp
(1.Ne6? Qa1#) (1.Rxb3? Qe1+ 2.Kc2 cxb3+ −+)
(1.Kc1? Qa1+ 2.Kd2 Qxb2+ −+)

❾ 1.a6
White sacrifices to give black a *rook pawn*, and draws because black has a "bishop of the wrong colour". The bishop does not control the queening square and the game is drawn if the defending king reaches the corner in front of the pawn. This method only works against a-pawns and h-pawns.
1...bxa6 [1...b6 2.Kb5 =] 2.Kb3! Kc1 3.Ka2 = The white king cannot be driven from the corner. Give it a go! (Then try it with a dark squared bishop. The win is very easy with a bishop of the right colour.)
A big mistake would be 2.Ka5? when black wins by keeping the white king out of the corner. 2...Bb7 3.Kb4 [3.Kb6 Kc3!] 3...Kc2 4.Ka3 Bd5 5.Kb4 Kb2 6.Ka5 Bc4 7.Kb4 Bb5 8.Ka5 Kb3 9.Kb6 Kb4 10.Kc7 a5 −+
(Without the sacrifice, white loses. 1.Kc5? Bd3! 2.Kb6 [2.a6 Bxa6!] 2...Ba6 3.Kc5 Kc3 4.Kb6 Kb4 5.Kc7 Kxa5 −+)

❿ a2 a7 b1 b8 g1 g8 h2 h7

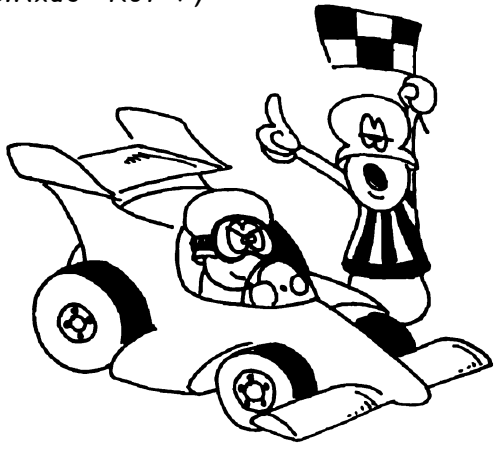


Best Move Contest #46 (*page 72*)

❶ 1.Rf5+
1...Bxf5 [or 1...Nxf5] 2.Nf4#
1...Rg5 2.Rxg5# [or 2.Nf4#]
Clearing the mating square.
(*1.Nf6+? Qxf6* [*1...Rxf6? 2.Rg5#*]
2.Rxf6 Rxg1+ −+)

❷ 1.Qg7+ Rxg7 2.Nh6#
(*1.Qh4?*
1...Nxc3!? [*1...hxg6? 2.Qh8#*] *2.Nh6+ Kg7*
3.Nf5+ Kg8 4.Nh6+ = perp
1...Bf8 2.Qg4! Bg7! 3.Qh5! Bf8!
[*3...Rd7? 4.Qxh7+* +−] *4.Qg4 Bg7 = perp*)

❸ 1.Qxg6+
1...Kxg6 2.Ne5#
1...Kf8 2.Re8+ Qxe8 3.Qg7#
(*1.Qxc4+? Kf8* −+ [*or 1...Rd5+* −+])
(*1.Rf1? Rd1#*)
(*1.Ne5+? Ke7! 2.Nxd3+* [*2.Nxg6+? Kd8* −+
or 2.Nxd7+? Re3+ 3.Qxg6 Rxe1#] *2...Kd8*
3.Qxg6 Qxd3+ 4.Qxd3+ cxd3 5.Rd1 Rxg4
6.Rxd3+ Ke7 ∓)



❹ 1.Nxb6+ axb6 [1...Kd8 2.Nxd7] 2.Be6
White uses a sacrificial fork to *clear* a diagonal so the bishop can pin the queen.

❺ 1.e5 Bxe5 2.Nxe5
[2.Re1? Bg4! 3.Bf4! Nd7! 4.Bxe5 Nxe5
5.Rxe5 Qxe5! 6.Nxe5 Bxd1 7.Rxd1 0-0 ±]
2...Qxe5 [2...0-0 3.Re1] 3.Re1 Ne4
4.f3 f5 5.fxe4 fxe4 6.Qd4! or
4.Nd2 Bf5 [4...f5? 5.Qh5+! Kf8 6.Rxe4!]
5.Nxe4 Bxe4 6.f3
(*1.Re1? Nxe4 2.Nfd2* [*2.Nbd2 f5* =] *2...Bxh2+!*
3.Kxh2 Qh4+ 4.Kg1 Qxf2+ = perp)

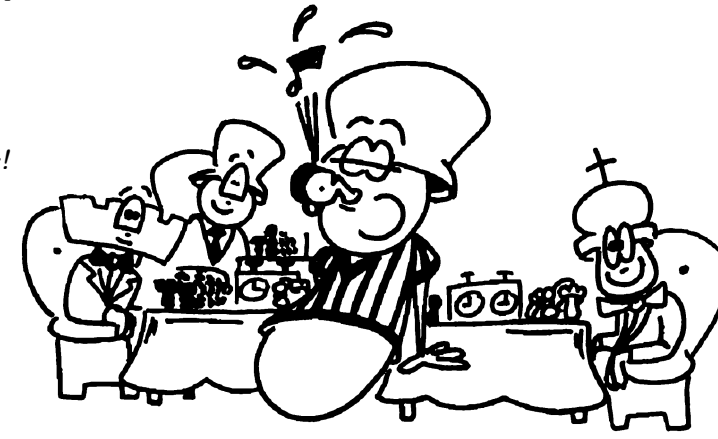
❻ 1.Nxf6+ gxf6 [1...Kc7 2.Nxe4 Bxe4 3.Qxd4]
2.Rxd4+ Qxd4 [2...Ke6 3.Rxe4+ Bxe4 4.h4]
3.Qxd4+ [3...Ke6 4.h4]
(*1.Nb6+? Ke7 2.Nxa8? Qg2#*)
(*1.Qxd4? Qxd4 2.Rxd4 Ra1+ 3.Kg2 Ke6* −+)
(*1.Rxd4? Qe1+ 2.Kg2 Ke6 3.Qb3 Rd8* −+
[Δ *4.Bxd5+ or 4.Rxd5*])

❼ 1.Rf5
1...Rxf5? [1...Rd8 2.h3±] 2.Qc8+ Rf8 3.Qxf8#
1...Kg8 2.Rxf8+ Kxf8 3.h3 ±
(*1.h3? Rf1+* −+)
(*1.Kg1? Qf2+ 2.Kh1 Qf1+ 3.Qxf1 Rxf1#*)

❽ 1.h3 +−
White is ahead two pawns and takes time to make an *escape square* for the castled king. Why risk a back rank mate when you are cruising to victory?
There is usually no need for an escape square early in the game. Advancing the h-pawn often weakens the king's defence, and shouldn't be played without a good reason. But later in the game, once the rooks are in play, an escape plan can be a smart idea. Did anyone fall for *1.Qxa7?*
(*1.g3 is also a good move, but weakens the white king more than advancing the h-pawn. It creates two holes at f3 and h3, where the black queen could end up someday.*)
(*1.Qxa7? Qxc1! 2.Rxc1 Rd1+ 3.Rxd1 Rxd1#*)
(*1.f3? Rd2! 2.g3 Qh5 3.h4 Qxf3* −+)
(*1.Rc8 Qd2! 2.Rxd8+* [*2.Rf1 Qxa2* ±] *2...Rxd8*
3.Rf1 [*3.Kf1? Qd3+ 4.Kg1 Qe2! 5.Rf1 Rd1*
6.Qc8+ Kh7 7.Qf5+ = perp] *3...Qxa2 4.h3* ±)

❾ 1.a5
White stops black from making a protected passed pawn on b4 [with 1...a5]. Now the outside passed pawn on h4 wins for white.
1...Kd5 2.Kd3 +− [2...Kc5 3.h5 or 2...Ke5 3.Kc4]
1...Kf4 2.Kd3 Kg4 3.Kc4 Kxh4 4.Kxb4 Kg5
5.Kc5 Kf6 6.Kb6 Ke6 7.Kxa6 Kd7 8.Kb7 +−
(*1.Kd3? a5!* −+ *Black's protected passed pawn is better than white's outside pawn.*
2.Ke3 Kf5 3.Kf3 [*3.Kd3 Kg4*] *3...b3* −+)
(*1.h5? a5!* −+)
See exercises #22 and #25.

❿ 26
(2 rooks x 14 squares) - 2 common squares



Best Move Contest #47 (*page 73*)

❶ 1.Rg8+ Kxg8 2.Rg1+ Bg5 3.Rxg5#
(*1.Rxf7+? Nxb2* −+)
(*1.Rxh7+? Kxh7 2.Rh1+ Kg6* [*or 2...Bh4*] −+)
(*1.Rh1? Qh4!* [*1...Qe1+* −+] [*1...Bh4? 2.Rg8+* +−]
[*1...Nxb2? 2.Rhxh7#*] *2.Rxh4 Bxh4 3.Ba1 f6* −+)

❷ 1.Qa7+ Kxa7 2.Rd7+ Ka8 3.Ra7#
(*1.Rxd8? Nxe3+ 2.Ke1* [*2.Kg1 Qg2#*] *2...Ng2+ 3.Kf1* [*3.Kd2? Qxf2+* −+] *3...Ne3+* =)
(*1.Rxg4? Qh1+ 2.Ke2 Rxb2+* −+ *mates in 6*)

❸ 1.Bf7+ Kxf7 [1...Kh8 2.Qg8#] 2.Qe6+
[2.Rg3!? Qe5! 3.Qg8+ Ke8 4.Rxe5+ fxe5 ∞]
[2.Qh5+? Kg8 3.Rg3+ Rg7 −+] [2.Rh3? Re7! −+]
2...Kg7 3.Rg3+ Kh6 [3...Kh8 4.Qg8#] 4.Qh3#
The second best move in chess is the *double check*. Only checkmate is better.
(*1.Bxh7+? Kxh7 2.Rh3+* [*2.Rg3 Rg7!* =]
2...Bh6 3.Rg3 [*3.Qh4? Qd2* −+] *3...Bg5!* =)
(*1.Bd3+? Rg7 2.Bxh7+* [*2.Qe6+ Kh8 3.Rg3* ∓]
2...Kxh7 3.Rh3+ Kg8 4.Qe6+ Rf7
5.Rg3+ [*5.Qg4+ Rg7* =] *5...Bg7 6.Qe8+ Rf8*
7.Qe6+ = [*or 7.Qd7 f5 8.Qxb7 Nf4* =])
(*1.Be4+? Kh8!* (*1...Rg7? 2.Qe6+ Rf7 3.Bxh7+ or 2...Kh8? 3.Bxd5* +−] *2.Rg3 Rg7* ∓)

❹ 1.Bd3
1...Nxd3 [1...Rxa1 2.Re8#] 2.Rxa8+
1...Rb8 2.Rxb4 Rxb4 3.Ra8+ mates
(*1.Rxb4? Rcxa6* =) (*1.Bb7? Rxa1* −+)

❺ 1.Qb7
1...Rxb7? 2.Rxa8+ Rb8 [2...Ne8 3.Rxe8#]
3.Rxb8+ Ne8 4.Rxe8#
1...Rxa7? 2.Qxb8+ Ne8 3.Qxe8#
1...Qe4? 2.Qxf7+ Kh8 3.Qxg7#
1...Rf8 2.Rxa8

❻ 1.Qe7
1...Rg8 2.Nf7#
1...Re8 2.Qxe8+ Nxe8 3.Rxe8#
1...Kg8 2.Ne6! Rf7
[2...Qc8 3.Qxg7# or 2...Nh5 3.Qxf8#]
3.Qd8+ Rf8 [3...Ne8 4.Qxe8+] 4.Qxf8#
1...Rxd8 2.Qxd8+ Ng8 3.Re8 [or 3.Qxa5]
1...Nd7 2.Qxd7 [or 2.Ne6]
(*1.Bd6? Qxf2+ 2.Kh1 Qxg2#*)
(*1.Nf7+ Kg8 2.Nd8+ Kh8 repeats.*)

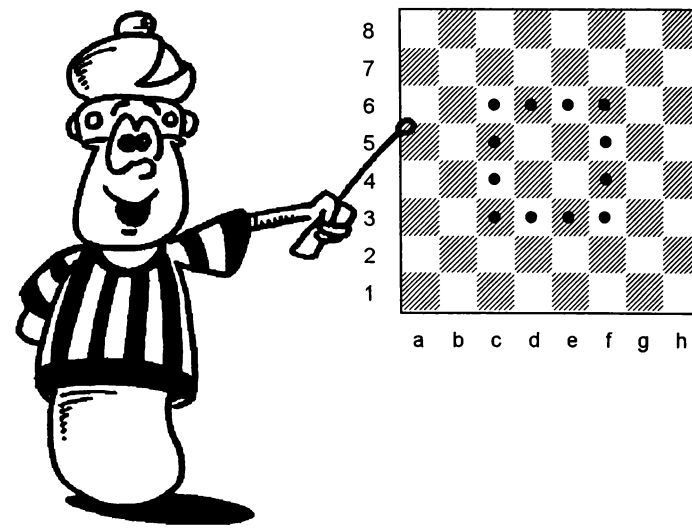
6b. If we place the white knight on g5 instead of d8, then the only way for white to win is to reach the diagram position with 1.Nf7+ Kg8 2.Nd8+!
Playing for a typical *smothered mate* by 1.Nf7+ Kg8 2.Nh6+ does not work here because black has a knight on f6. After 2...Kg8 3.Qg8+?, black wins by 3...Nxg8 [3...Rxg8? 4.Nf7#] 4.Nf7+ Rxf7. See exercise #32(3).

❼ 1.Rf2 +−
The rook blocks the g1-a7 diagonal and stops mate by ...*Rh6#*. Black gets mated on 1...Qxf2? 2.Qxa8+ Rf8 3.Qxf8# and is down lots of material after other moves.
(*1.Qxa8+!? Qxa8 2.Rad1* =)

❽ 1.Ba3
The white bishop is "bad" because it is blocked by its own central pawns. White hurries to trade it for black's good knight on e7, before the knight jumps into f5. *Always look for ways to exchange your worst minor piece*.
1...Rfc8 [1...Nf5? 2.Bxf8+] 2.Bxe7 Qxe7 3.Rc1 =
(*1.Rc1?!* [*or 1.Nc3?!*] *1...Nf5!* ∓)

❾ 1.Kd5
The white king is used to slow down the approach of the black king, which gives white just enough time to draw the ending.
1...Rb1 2.Kc6 Ke5 3.b6 Rc1+ 4.Kd7!
[4.Kb7? Kd6 −+] 4...Rb1 5.Kc7 Kd5
6.b7 Rc1+ 7.Kd7 = [7.Kb8? Kc6 −+]
1...Rd1+ 2.Kc6 Ke5 3.b6 Ke6
[3...Rc1+ 4.Kd7! =] 4.b7 =
1...Kf5 2.b6 Rb1 3.Kc6 =
This endgame frequently arises from the ending R + p vs. R + p when one side has to give up their rook for the opponent's pawn.
(*1.Kc5? Ke5! White loses if the black king can retreat quickly and make contact with the pawn soon enough.*
2.b6 Rc1+ 3.Kb5 Kd6 −+
2.Kc6 Ke6 3.b6 Rc1+ 4.Kb7 [*5.Kb5 Kd7*]
4...Kd7 5.Kb8 Kc6 6.b7 Rb1 7.Ka8 Kc7!
[*7...Rxb2? stalemate!*] *8.Ka7 Rxb7+* −+)
(*1.b6? Ke5! 2.Kc5 Rc1+* −+)

❿ c3 c4 c5 c6 d6 e6 f6 f5 f4 f3 e3 d3
a "frame" of squares



Best Move Contest #48 *(page 74)*

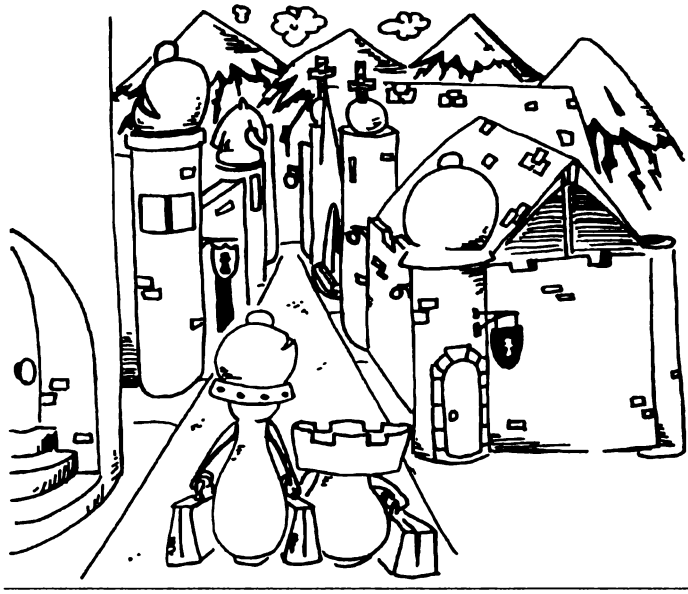
❶ 1.Rxf7+ Kxf7 [1...Kh8 2.Qh6+ Bh7 3.Qxh7#] 2.Qe7#
(1.Bb2+? Kf8 [1...f6 =] 2.Rxd5 = [2.Ba3+ Nc5 3.b4 Be4 ∓])
(1.Rdf1 f6! 2.Bb2 Rcf8 −+)

❷ 1.Rb5+ Kxb5 2.Rd5#

❸ 1.g5+
1...Kxg5 2.h4+ Kxh4 [2...Kh6 3.Rh8#] 3.Qf4+ Kh3 4.Qh2#
1...Nxg5 [1...Qxg5 2.Rh8#] 2.Qg7#
(1.Nf5+? Kg5 −+)

❹ 1.Rxf6 gxf6 [1...Rh8 2.Rf2] 2.Bxg8
This tactic is called a *desperado*. Both players have a rook under attack. If white takes on g8, then black will take on g6. [*1.Bxg8? Nxg6 =*] So before capturing the black rook, white first captures something with their own rook.
The white rook on g6 is a "desperado". He knows he is lost, so he takes out whatever he can before he dies. Even a pawn is better than nothing. [*1.Rxh6!? gxh6 2.Bxg8 ±*] But of course, taking the B on f6 is better!
(1.Nd5? Nxg6 2.Bxg8 [2.Nxf6+ gxf6 = or 2.Nc7+? Ke7 −+] 2...Bg5+ 3.Kb1 0-0-0 =)

❺ 1.Qxc8 Rxc8 [1...Qxe1? 2.Qxe8+ Kg7 3.Rxe1] 2.Rxc3
White has "won a rook", but since black was ahead a bishop to begin with, white is only "up the exchange". However, black has no way to stop white from winning the bishop now with *3.Rec1* and *4.Rxc5*.
(1.Rxc3? Rxc6 −+)
(1.Qxe8+? This desperado fails because of the black x-ray 1...Rxe8 2.Rxc3 Bb4! = [3.Rec1 Bxc3 4.Rxc3 =])



Let's make some changes to the position and see how the desperado's are affected. First, note that with the kings on g2 and g8:
1.Qxc8 wins and 1.Qxe8+ draws.

5b. Now put the kings on g2 and g7. Then
1.Qxc8 draws and 1.Qxe8 loses.
1.Qxc8
1...Qxc1 2.Qxe8 Qxe1 3.Qe5+ Kg8 4.Qxc5 =
1...Qxe1 2.Qxc5 Qd2 3.Ra1 Re6 4.Qxa7 ±
1.Qxe8? Qxe1! 2.Qe5+ [2.Rxe1 Rxe8] 2...f6! 3.Qb2 [3.Qxc5? Qxc1] 3...Qa5 −+

5c. Now put the kings on g1 and g8. Then
1.Qxc8 loses and 1.Qxe8+ draws.
1.Qxc8? Qxe1+ 2.Rxe1 Rxc8 −+
1.Qxe8+ Rxe8 2.Rxc3 Bb4 =

5d. Now put the kings on g1 and g7. Then
1.Qxc8 loses and 1.Qxe8 loses.
1.Qxc8
1...Qxe1+ 2.Rxe1 Rxc8 −+
1...Qxc1 2.Qxe8 [2.Rxc1 Rxc8] 2...Qxe1+ −+
1.Qxe8 Qxe1+ 2.Rxe1 Rxe8 −+

5e. With the kings on g1 and g8, put the white rooks on a1 and c1. Then
1.Qxc8 loses and 1.Qxe8 wins.
1.Qxc8 Qxc1+ 2.Rxc1 Rxc8 −+
1.Qxe8+ Rxe8 2.Rxc3 +−

"You must be getting tired of this game, but let's do one more change!"

5f. With the kings on g2 and g8, put the white rooks on c1 and f1. Then
1.Qxc8 wins and 1.Qxe8 wins.
1.Qxc8 Rxc8 2.Rxc3 Kg7 3.Rfc1 and after 4.Rxc5 +− up a rook
1.Qxe8+ Rxe8 2.Rxc3 +− up the ex

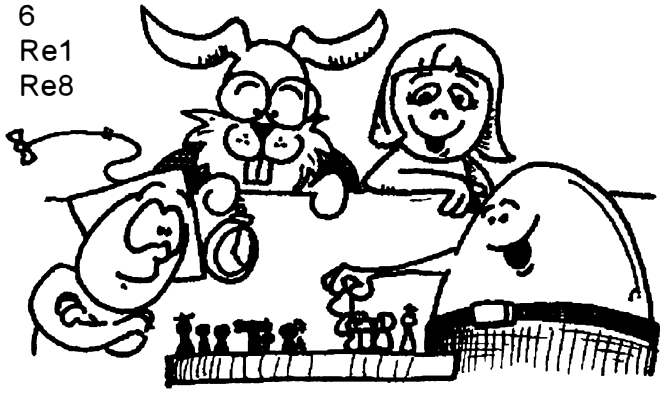
❻ 1.Qxg8+
1...Nxg8 2.Rxc6 bxc6 3.Re8+ Kb7 4.Rxg8
1...Ka7 2.Rxc6 [or 2.Qc8!?] 2...Nxg8 3.Rce6
(1.Rxc6? Rxf7 2.Rce6 =)
(1.Rxf6!? Rxf7! 2.Rxc6 bxc6 3.Ne5! Rgf8! Black can't dodge a fork! 4.Nxf7 Rxf7 =)
(1.Ne5? This move leads to a lot of crazy desperado's.
1...Rxf7 2.Rxc6 [2.Nxc6+? bxc6 −+]
2...Re8! [2...bxc6 3.Nxf7 =]
3.Rxf6! [3.Rc4 Rfe7 4.f4 Kc8 ∓ or 3.f4 bxc6 4.Rb1+ Kc8 5.Nxf7 Nd5 ∓]
a. *3...gxf6 4.Nc6+ Kc8! [4...bxc6 5.Rxe8+ ±]*
5.Rxe8+ Kd7 6.Re5!?
[6.Re3 Kxc6 7.Rf3 Kd5 8.Rxf5+ Kc4 =]
6...Kxc6 7.Rxf5 ±
6...fxe5 7.Nxe5+ Ke6 8.Nxf7 Kxf7 ±
b. *3...Rxf6!*
4.Nd7+ Kc8 5.Rxe8+ Kxd7 ∓
4.Nc6+ Rxc6 5.Rxe8+ Ka7 ∓

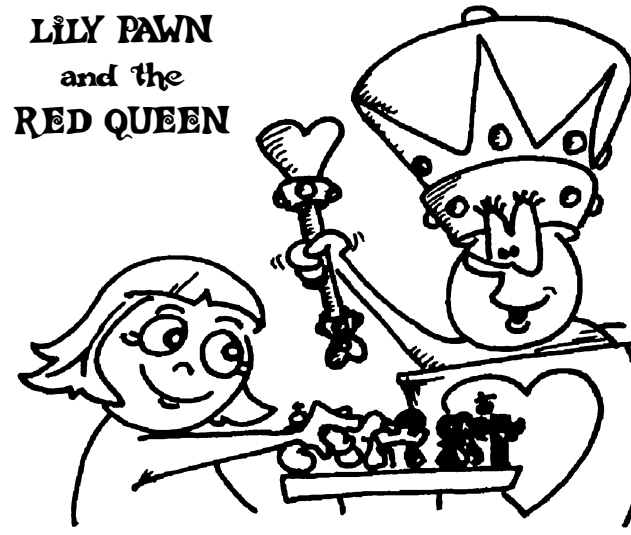
❼ 1.Ke2 Bxc3 2.Kd3 =
Unpinning method #7. *Fork the pinner.* The knight on c3 cannot be saved, but the white king steps up to fork the black minor pieces. Sometimes he has to take care of business himself. (The earlier "unpins" can be found on sheets #4, #9, #34, #34, #39, #44.)
2...Rb4! 3.Kxc3 a5 4.Rha1 =
2...Bd4 3.Kxc4 Rb4+ [3...Bxf2 4.Rxa6 ±]
4.Kd3 c4+ = [4...Bxf2? 5.c3 +–]
2...Nd2 3.Nxd2 3.Nxd2 [3.Kxc3? Nxe4+ –+]
3...Bxd2 4.Kxd2 Rb6 5.Rha1 ±
2...Nb6?! [2...Nb2+? 3.Kxc3 +–] 3.Kxc3 ±
(*1.Ra4? Bxc3+* [*or 1...Rb1+ 2.Ke2 Rxh1 3.Rxc4 Ra1* –+] *2.Ke2 Rb4 3.Rxa6 Rhb8* –+)
(*1.0-0? Bxc3 2.Rxa6 Ra8* [*or 2...Rb2*] –+)
(*A good try is 1.Rxa5!? Nxa5 but black is "up the ex" and should win the endgame. 2.Ke2 Nc4 3.Ra1* [*3.Kd3 Rb4* –+] *3...a5* –+)

❽ 1.Nxe4
The nimble white knight picks off a pawn.
1...dxe4 [or 1...Nxe4] 2.Bxb4 +–
1...Bxd2+ 2.Nxd2 +–
1...Be7 2.Nxf6+ Bxf6 3.Qb3! +–
(*1.Qb3 Bxc3* [*1...Ba5? 2.Nfxd5!* +–]
2.Bxc3 ± *Planning Bb4 to trade off the "bad bishop"* [*blocked by its own pawns*].
2.bxc3 = Planning c4 to trade off black's d-pawn, weakening the e4-pawn and creating a protected passer on d4.)
This tactic is used more often on the black side of the French Defence. For example, 1.e4 e6 2.d4 d5 3.e5 c5 4.c3 Nc6 5.Bb5?! [5.Nf3 =] 5...Bd7 6.Nf3? Nxe5! –+

❾ 1.Rd6+
White wins by giving up the exchange to simplify into a won pawn endgame. This is a common method with R vs. B or R vs. N.
1...Ke5 2.Rxc6 Bxc6 3.Kxc6 Ke4 4.Kxb5 +–
1...Ke7 2.Rxc6 Bxc6 3.Kxc6 Kd8
4.Kxb5 Kc7 5.Kc5! +– [5.c4? Kb7 =]
(*1.Re8+ Kf5 2.Rxe4? Kxe4 3.Kxc6 Kd3* =)
(*1.Rc8? Kd7* =)

❿ 6
Re1
Re8





Best Move Contest #49 (*page 75*)

❶ 1.Qh6 Rxe1+ 2.Kh2
2...Ne6 [or 2...Qxb2] 3.Bxh7+ Kh8 4.Bg6+ Kg8 5.Qh7+ Kf8 6.Qxf7#
2...Re7 [2...Rh1+ delays mate] 3.Qxh7+ Kf8 4.Qh8#
The famous *queen and bishop shuffle mate.*
(*1.Rxe8+? Nxe8!* [*1...Rxe8? 2.Qh6* +–] *2.Qh6 2...Qc7 3.Bxh7+ Kh8 4.Bf5+ Kg8 5.Bh7+ = 2...Ng7! 3.Qxh7+ Kf8 4.Qh8+ Ke7 5.Qxg7 Qxb2* –+)

❷ 1.e8=Q+ Kxe8 [1...Kc7 2.Qfd8#]
2.Qe6+ Kf8 [2...Be7 3.Qxe7#] 3.Bh6#
(*The underpromotion 1.e8=B+ also wins!*)
(*1.Qf5+? Kc7! 2.Bxd2 Bxe7 3.Qxh7 Qe2* =)

❸ 1.c6+
1...Kxc6 2.Qc8#
1...Ke7 2.Bc5+ [2.c7? Qg5+ 3.Kh2 Qf4+ =]
2...Nd6 3.Bxd6#
(*1.Qxb5+? Ke7 2.c6* [*2.Qb7+ Kf8* –+]
2...Qe4+ [*2...Qxd4? 3.Qb4+* =] *3.Kg3 Nxe5* –+)
(*1.Qb7+? Ke8* –+ [*2.Qc8+ Qd8*])

❹ 1.Rd8+ Ka7 [1...Rxd8 2.Qxe6] 2.Qxe6 Rxe6 3.Rxg8

❺ 1.Qxc6
1...Qxc6 2.Rxd8+Qe8 3.Rxe8#
1...Rxd1 2.Qe8#
1...Rf8 2.Qxb6 axb6 3.Rd6

❻ 1.Rxf8 Qxf8 [1...Qd7 2.Rxb8+] 2.Qb6
2...Qe7 3.Qxa6#
2...Qh6+ 3.Rd2 Qh1+ [Only way to stop mate.]
4.Bxh1 e4 5.Rxd6

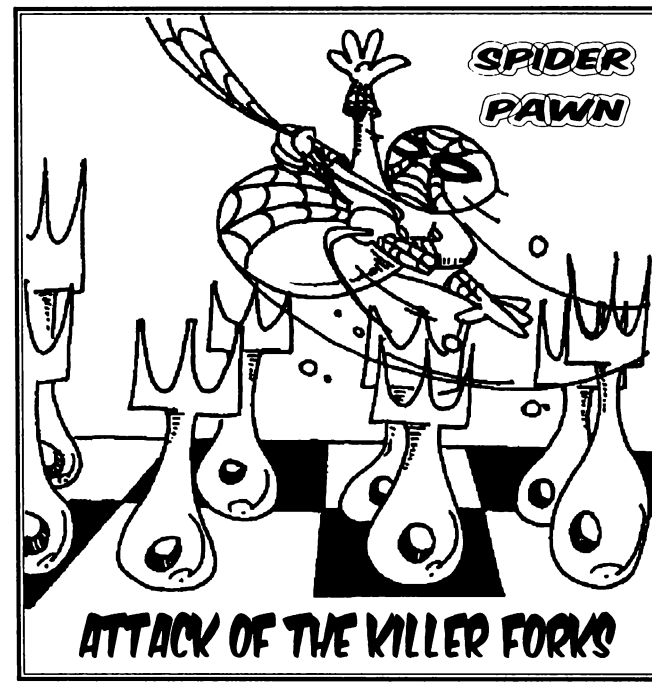
❼ 1.Qc2
White keeps the exchange and gets a queen trade too. 1...Qxc2 [1...Bxc3? 2.Qxf5 or 1...Qe5?! 2.Rxc7 +–] 2.Rxc2 ±
(*1.Rf3? Qxf3!* [*1...Bxb2 2.Qxf5* ±] *2.Qxd4 Qf5* ∓)
(*1.Re1?* [*or 1.Qd2?*] 1...*Bxc3 2.Qxc3 Qd7* ∓)

❽ 1.g4 Nbd7 2.g5
White uses a *bayonet attack* to break down the black defences. The white g-pawn is like a spear that rips open the g-file. In the diagram, black has weakened their position by playing ...*h6*. Advancing pawns in front of your castled king makes it much easier for the opponent to sacrifice pieces and to open lines with pawn trades. Especially with the white king on the queenside, the h6 pawn is the signal for white to march the g-pawn forward.
2...Nh5? 3.gxh6 Qc7 [3.gxh6 4.Bxd8] 4.hxg7+–
2...hxg5 3.Qxg5
3...a4 4.Rdg1 g6 5.Bxg6 +–
3...Ne4 4.Qxd8 Raxd8 5.Bxd8 Rxd8 +–
3...Qe7 4.Rdg1 Qf8 [4...g6? 5.Bxg6!] 5.Qf4
5...a4? 6.Bxf6 Nxf6 7.Qxf6 +–
5...Nh7 6.Rxg7+ Qxg7 7.Rg1+–
5...Ne4 6.Rxg7+ Kxg7 [6...Qxg7 7.Rg1+–]
7.Rg1+ Kh8 [7...Kh7 8.Bf6] 8.Bxe4 dxe4 9.Bf6+ Nxf6 10.Qxf6+ Kh7 11.Ng5+ Kg8 12.Nxe6+ Kh7 13.Rg7+ Kh8 14.Qh6#
2...Ne4 3.Bxe4 dxe4 4.gxh6 f6
[No better is 4...Qb6 5.Qg5 g6 6.Ne5 +–]
5.Rhg1 exf3 6.Rxg7+ Kh8 [6...Kf8 7.Rdg1+–]
7.Rdg1! Rg8 [7...Re7 8.Qf4 Qf8 9.Qxf3 +–]
8.Qf4 [planning Qe4] 8...Rxg7 9.hxg7+ Kg8
10.Qh6 +– [planning Rg6 or Qh8]

Two other lines after 1.g4 are:
1...g5? 2.Nxg5 hxg5 3.Qxg5+ +–
1...Na6 2.Rdg1! White delays *g5* one turn.
[2.g5 Ne4 3.Bxe4 dxe4 4.gxh6 Qd5!? ∞]
2...Nb4 3.g5 Nxd3+ 4.Qxd3 hxg5 5.Rxg5 +–
(*1.Rde1 ± or 1.Rhe1 ± Putting a rook on an open file is a good thing, but sometimes opening another file for an attack is better.*)
(*1.Ne5 ± Another good move, but not as strong as pushing the g-pawn.* [*1...Ne4!?*])

❾ 1.a5
White draws by giving black a rook pawn. Black cannot win then, even with the opposition. See exercise #22.
1...bxa5 2.Kd2
2...a4 3.Kc2 =
2...Kd4 3.Kc2 Kc4 4.Kb2 Kb4 5.Ka2 =
2...Kb3 3.Kc1
3...Ka2 4.Kc2 =
3...a4 4.Kb1 a3 5.Ka1 a2 ½-½
(*1.Kd2? Kb4*
2.a5 Kxa5! 3.Kc3 Ka4 4.Kb2 Kb4 +–
2.Kc2 Kxa4 3.Kb2 Kb4 +–)

❿ 4
Rc3 Bf4



Best Move Contest #50 (*page 76*)

❶ 1.Qb7+ Qxb7 [1...Kxb7 2.a8=Q#] 2.Rd8+ Qb8 [2...Qc8 3.Rxc8+ Kb7 4.a8=Q#] 3.axb8=R#
The rare and incredible *three rook mate*!
[or the less exciting 3.Rxb8# or 3.axb8=Q#]

❷ 1.Qxh6+ gxh6 2.g7+ Kh7 3.gxf8=N+!
[3.gxf8=Q? Rxb3+ 4.cxb3 Qxb3+ 5.Ka1 Nc2#]
[3.Be4+? Kg8! –+ (*3..f5? 4.gxf8=Q Rxb3+! =*)]
3...Kh8 4.Rg8#
The *underpromotion* is the only way to win.
(*1.Rh1? Rxb3+!* [*1...Nf5 2.Qxf5 Ra6! –+*] *2.cxb3 Qxb3+ 3.Ka1* [*3.Kc1 Qc2#*] *3...Nc2#*)

❸ 1.Qh8+ Kxh8 2.g7+ Kg8
3.Bh7+ Kf7 [3...Kxh7 4.g8=Q#] 4.g8=Q+ Ke7
5.Rg7+ Rf7 6.Qxf7+ Kd8 7.Qd7#
This time, a queen *promotion* is necessary.
(*1.Qd7+? Ne7! –+*)
(*1.c4? Qb6+ 2.Kh1* [*2.Re3 Qxe3+*] *2...Qb1+! 3.Bxb1 Rf1#*)

❹ 1.Rxe5 Rxe5 [1...Nd7 2.Re1]
2.d6 Qd8 [2...Bxf3 3.dxc7!] 3.Nxe5
(*1.Bf4? Nfd7! ∓*)
(*1.Nxe5? Rxe5 ∓* [*2.d6? Rxe1+ 3.Qxe1 Qxd6 –+ or 2.Bf4? Rxe1+ 3.Qxe1 Qxf4 –+*])

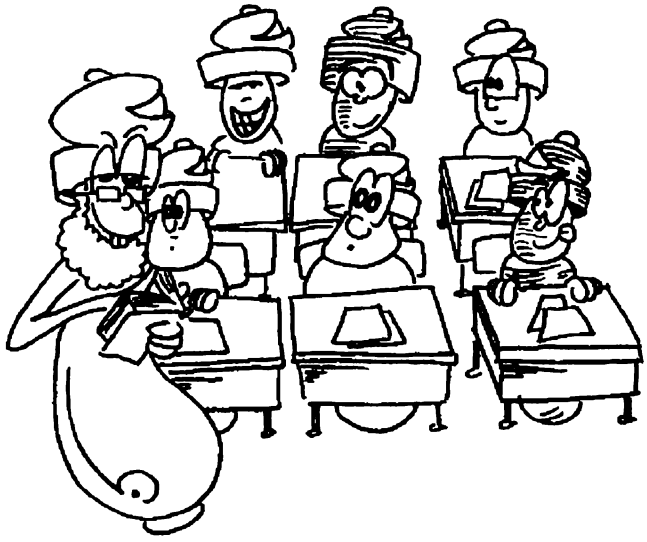
❺ 1.Bd8
1...Raxd8 [or 1...Rexd8] 2.Qxf7+ Kh8 3.Qxg7#
1...Rf8 [or 1...Qf5] 2.Qxa8
The white bishop *clears* the 7th rank for the rook on d7 and *obstructs* the line of defence between the two black rooks. *Obstruction* is a fancy word for closing a line or blocking a square. It's fun to do, but hard to see!
But you're on sheet #50 now, the problems are supposed to be hard, right?

❻ 1.Qc8+
1...Rd8 2.Rc7! [obstructing the line of defence]
2...Qxc7 3.Qxc7
2...Rxc8 3.Rxc8+ Qd8 4.Rxd8#
2...Qxb2 3.Qxd8#
2...Rf8 3.Qxf8+! Kxf8 4.Rc8+ Qd8 5.Rxd8#
1...Qd8 2.Rc7! h5 [2...Rxc7 3.Qxd8#] [2...Qxc8 3.Rxc8+ Rd8 4.Rxd8#]
3.Qxd7 [3...Qxf6 4.Qc8+ Kg7 5.Qxb7]
(*1.Qf4? Qd8!* [*1...Rd8? 2.Qh6* +−]
2.Re3 [*2.Qh6? Qxf6* −+]
2...Qf8! = [*2...d5? 3.Qh6 Qf8 4.Re8!* +−])
(*1.Qh4? h5* [*1...Qd8? 2.Rh3 h5 3.Qg5* ±]
2.Qg5 [*2.Rh3 Qxb2 3.Qg5 Qe5* −+]
2...d5! ∓ [*3.Rh3? Rd6 4.Rxh5 Rxf6* −+])
(*1.Qe4?* [*or 1.Qd4?*] *1...Qd8* ∓)

❼ 1.Rd7
White sets up for a perpetual check.
1...f3 2.Nh7+ Ke8 3.Nf6+ Kf8 4.Nh7+ Kg8 5.Nf6+ Kf8 ½-½ [5...Kh8? 6.Rh7#]
Other first moves by black allow white to draw the same way.
(*1.Rxb6? Rh2+ 2.Kg1 Rag2+ 3.Kf1 f3* −+)

❽ 1.Bb1
Bishops and knights are very different from each other. We should not think that they are the same just because both are worth "3 points". Exchanging one for the other is an important decision. Sometimes a knight is better, sometimes a bishop.

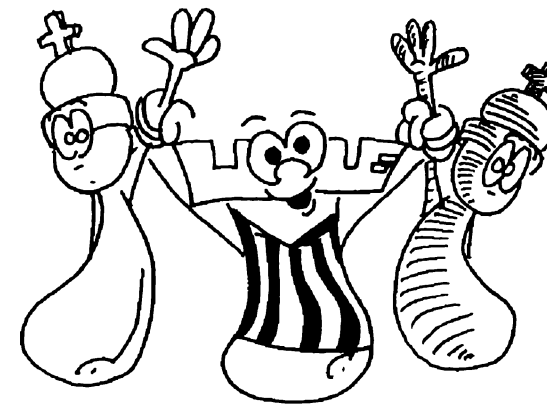
A bishop shows its superiority over a knight in open positions with play on both sides of the board. In most games, the position does open up as the pieces and pawns are traded. So generally, bishops are better than knights. Some old chess books even say they are worth 3½ points!



This means that we should not trade our bishops for knights without a good reason. And that trading our knights for bishops is usually a good deal.

In this exercise, the white bishop on d3 is the best minor piece on the board, aiming at h7 on the black kingside. White retreats the bishop to avoid an exchange by ...*Nxd3*.
1...c6 2.a3 Na6 3.Qd3 g6 4.Bc2 ±
1...Rad8 2.a3 Nc6 3.Qd3 g6 4.Bc2 ±
1...Rfe8? 2.a3 Nc6 3.Bxf6 A good reason to trade bishop for knight is to win a pawn. 3...Bxf6 4.Qh5 g6 5.Qxd5 +−
(*1.Rac1* [*or 1...Rfd1*] *1...Nxd3* =)
(*1.Bb5 c6 2.Ba4 b5 3.Bb3 a4 4.Bd1 Rfe8* ∞)
(*1.Bxf6?! There is no good reason for white to give up the bishop for a knight. 1...Bxf6 2.Rac1?!* [*2.Bb1*=] *2...Nxd3 3.Qxd3 Rfe8* ∓ *Black has a slight edge because of the B.*)

❾ 1.Ra5
White cuts off the black king along the 5th rank. This gives the white king time to catch up with the pawn.
1...g4 2.Kb7 g3 3.Ra3 g2 4.Rg3 +−
1...Kg6 2.Kb7 Kh5 3.Kc6 Kh4 4.Kd5 g4 5.Ke4 Kh3 6.Rg5 g3 7.Kf3 +−
(*1.Kb7? Ke5!* [*1...Kf5? 2.Kc6* +−] *2.Kc6 g4* =)
(*1.Ra1? Kf5* =) See example #47.



❿ 1. Agreement between players
2. Stalemate (no legal moves)
3. Repeating the same position 3 times
4. Not enough material to checkmate (K vs. K, K+N vs. K, K+B vs. K, or K+B vs. K+B if same colour bishops)
5. 50 move rule (fifty moves by each player without a capture or a pawn move)

* "Perpetual check" will lead to a draw by 3-time repetition or by the 50 move rule.

* When using clocks, the game is drawn if a player's flag falls and the opponent only has a king left.

Best Move Contest #51 *(page 78)*

❶ 1.Qf4+ Ke6 [1...Kg6 2.Qf7#] 2.Qf7+ Ke5 3.Bf4#
(1.Qd5+? Ne5 −+) (1.Rf7+? Kg6 −+)
(1.Qf7+? Qf6 2.Qd5+ [2.Qh5+ Ke6 −+] 2...Ne5! 3.Qxa8 Qg6 −+)

❷ 1.Nxg7+ Bxg7 2.Qxe6+ fxe6 [2...Qe7 3.Qxe7#] 3.Bg6#
(1.Nd6+? Bxd6 2.Bxd6 Qg5 =)
(1.Rfe1? Qf6 2.Bxf8 [2.Nd6+ Bxd6 3.Bxd6 ±] 2...Kxf8 3.Nd6 ±)

❸ 1.Qxe5+ Qe6 [1...Nxe5 2.Rd8#][1...Be7 2.Qxe7#] 2.Nf6+ gxf6 [2...Nxf6 3.Rd8#] 3.Qxe6+ fxe6 [3...Be7 4.Qxe7#] 4.Bh5#

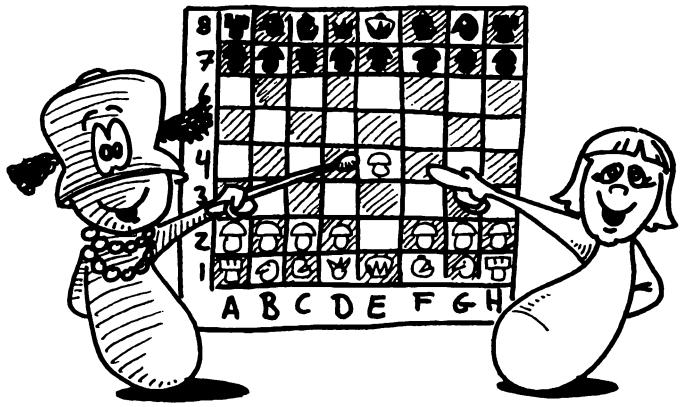
❹ 1.Nd7+ Rxd7 [1...Kb7 2.Nxe5] 2.Nc6+ Kb7 3.Nxe5
(1.Nc6+? Rxc6 pins the white knight!)

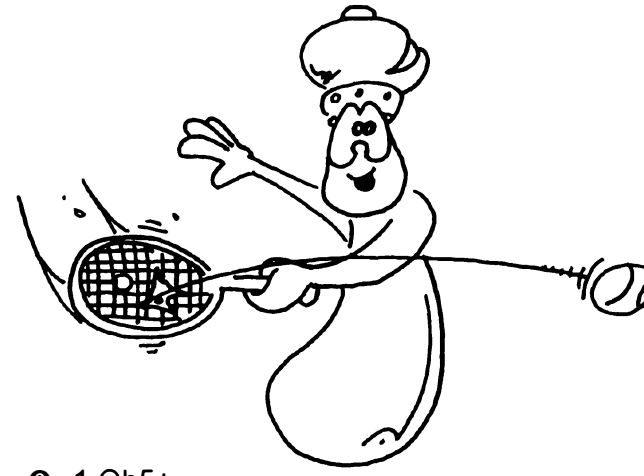
❺ 1.Bb5 Qxb5 [1...Nxd5 2.Bxd7+ Bxd7 3.Qxd5] 2.Nc7+ Kf8 3.Nxb5
(1.Rfd1? Nxd5 [1...Be6!? ∞] 2.Rxd5 Qc8! ∓)

❻ 1.Ne7+ Kc7 [1...Rxe7 2.Rxd8+][1...Kb7 2.Rxd8] 2.Rxd8 Rxd8 [2...Rxe7 3.Kf1] 3.Rxd8 Kxd8 4.Nc6+ Kd7 5.Nxe5+
(1.Rc4+? Kb7 =)

❼ 1.Qf2 Rfe8 [1...Nxb3? 2.Qxb6 +−] 2.Rbb1 ±
(1.Qb2 [or 1.Qc3] 1...Nxb3 2.Qxb3 Rfe8 ∓)

❽ 1.Nxe5
The knight on b5 is attacked by the black queen, but white waits a turn to defend it, and avoids getting doubled f-pawns first.
1...Bxe5
2.Rab1!? = [2...Qxb5? 3.Bxf7+! −+]
2.Rae1 = [2...Qxb5 3.Rxe5]
2.Nc3? Qb4! −+ [3.Ne4 Qxd2 4.Nxd2 Bxa1]
1...Qxb5 2.Rab1! [2.Rfe1 =] 2...Qa6
[2...Bxe5? 3.Bxf7+! +− or 2...Qe8? 3.Ng6 +−]
3.Bc4 Qa4 4.Nxf7!? Rxf7 5.Rxb7 ±
(1.Nxd6? Nxf3+ [1...Qxd6 =] 2.gxf3 Qxd6 ∓ The white kingside is full of holes and the h-pawn and f-pawns are very weak.)
(1.a4? [or 1.Nc3?] 1...Nxf3+ ∓)

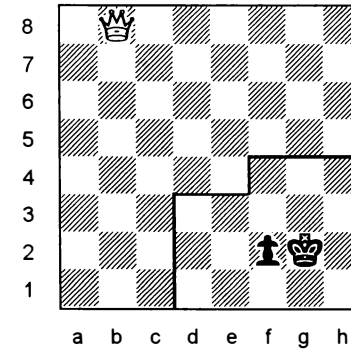




❾ 1.Qb5+
Black loses because the white king is close enough to force mate. In most lines, black is allowed to queen the pawn.
1...Ke1 [1...Kf3 2.Qf1 +−] 2.Qb1+ Ke2 3.Qe4+ and it doesn't matter which way black runs.
3...Kf1 4.Kf4 Kg1 5.Kg3 f1=Q 6.Qd4+ Kh1 7.Qh8+ Kg1 8.Qh2#
3...Kd2 4.Qf3 Ke1 5.Qe3+ Kf1 6.Kf4 Kg2 7.Qg3+ Kh1 8.Qh3+ [8.Qxf2? stalemate] 8...Kg1 9.Kg3 f1=Q 10.Qh2#
Compare with exercises #9 and #21.
(1.Qb2+? Kf3! Black holds back the white king. [1...Kf1? 2.Kf4 Kg1 3.Kg3! f1=Q 4.Qh2#] 2.Qc3+ Kg2 3.Qd2 Kg1 4.Qg5+ Kh1 5.Qh4+ Kg1 6.Qg3+ Kh1! = Black draws because 7.Qxf2 is stalemate! That is the standard drawing method in this endgame.)

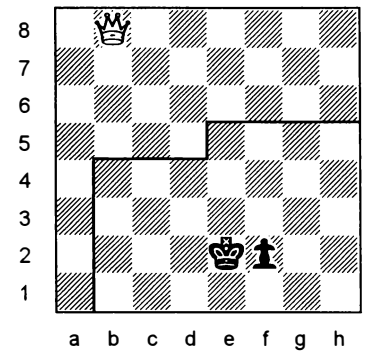
The defender can draw the ending Q vs. p when they have a *bishop pawn* on the 7th rank supported by their own king and the opponent's king is far away. For black, this means a pawn on c2 or f2.

#9b



In the diagram above, with the black king on the short side of the pawn, the white king must be inside the box to win.
With white king on h4: 1.Qg3+ Kh1 2.Qh3+ [2.Qxf2? ½-½] 2...Kg1 3.Kg3! f1=Q 4.Qh2#
With white king on d3: 1.Qg8+ Kh1 2.Ke2 +−

#9c



In this position, with the black king on the long side of the pawn, the winning box is bigger. With white king on b4:
1.Qh2 Ke1 2.Kc3! f1=Q 3.Qd2#

❿ 4

Best Move Contest #52 *(page 79)*

❶ 1.Qe8+ Qg8 2.Qe5+ Qg7 3.Qb8+!
[3.Qh2+? White wants to check on h2 but ONLY when the black queen stands on g8. 3...Kg8 4.Qb8+ (*4.Qa2+ Kf8* =) 4...Qf8 5.Bh7+ Kg7 =]
3...Qg8
4.Qh2+ Kg7 [4...Qh7 5.Qxh7#]
[4...Rh3 5.Qxh3+ Kg7 6.Qh6#]
5.Qh6#
(*1.Qd6? Rc8* =) (*1.Qxg7+? Kxg7* =)
(*1.Qd8+? Qg8 2.Qd4+* [*2.Qf6+ Qg7 3.Qd8+* =]
2...Qg7 3.Qh4+ [*3.Qd8+* =] *3...Kg8 4.Qf2!* =)

❷ 1.Qg6+ Kg8 2.Bf6+
[2.Bh6+? Kh8 −+]
[2.Be5+? Kf8 3.Qh6+ Ke7 and 4...Kd8 −+]
[2.f6? No time to "give a move" to black. White needs to keep checking. 2...Re2+! (*Black also mates by 2...Nde3+ or 2..Na3+*) 3.Bxe2 Nce3+ 4.Kd3 (*4.Kb2 Qxc3#*) 4...Qxc3+ 5.Ke4 Nxf6#]
2...Kf8 3.Qh6+ Kg8 [3...Kf7 4.Qg7#]
4.Qh8+ Kf7 5.Qg7#
Fancy maneuvering by queen and bee.
(*1.f6+? Kg8*
2.Qxh5? Nde3+ mates −+ [*3.Kc1 Ba3+*]
2.Bh6+ Kh8 3.Bg7+ Kg8 = perp
2.Bh7+ Kxh7 3.Qxh5+ Kg8 4.Qh8+ Kf7
5.Qh5+ Ke6 6.Qg4+ = [*6.Rbe1+? Nde3+*]
(*1.Qxh5+? Kxg7 2.f6+* [*2.Qg6+ Kf8* −+]
2...Nxf6 −+ [*or Kxf6!* −+])

❸ 1.Qc3+ Kb5 2.Bd3+
[2.Qc5+? Ka6 −+ or 2.Qb3+? Ka6 −+]
2...Kxa4 3.Qc2#
(*1.b3+? Kxb3 2.Qe3+ Kxa4 3.Bc2+ Kb5 4.Bd3+ Ka4 5.Bc2+* =)
(*1.Qe2+? Kd4!* −+ [*1...Kb3? 2.Nc5+* +−])
(*1.Bd3+? Kxd3 2.Qc3+ Ke4 3.Nc5+ Kf5* −+)

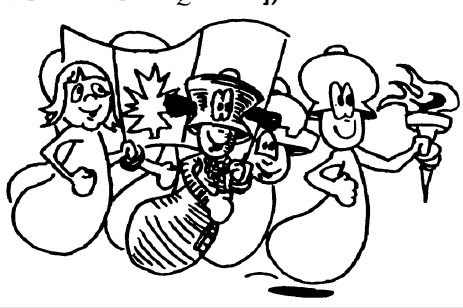
❹ 1.Qxe8
Both queens are "*hanging*" [under attack] so white looks for the *desperado* move.
1...Qxd1 [1...Rxe8 2.Rxd6 or 1...Nd5 2.Qe1]
Black plays a desperado of their own.
2.Qxf8+
Before capturing the black queen, white plays this *zwischenzug* [in-between move]. Because it is check, black cannot continue the "desperado chain" [with *2...Qxf1+*].
2...Kxf8 3.Rxd1
White is up a rook! [See exercise #48 (4,5,6).]
(*1.Rxd6? Rxe4* ∓)
(*1.Qxh7+!? Kxh7 2.Rxd6 = A less inspiring desperado that wins back a pawn.*)

❺ 1.Nd5
1...cxd5? [or 1...Nxd5?] 2.Qxa5
1...Qxd2 2.Nxe7+ Kf8 [or 2...Kh8]
3.Nxg6+ hxg6 4.Nxd2
1...Bb4 2.Nxb4!
[2.Qxb4 is also good but gets needlessly messy after 2...Qxb4 3.Nxb4 a5!? Black plays to trap the bishop on b3. (*4.Nd3? a4 5.Bc4 b5 6.Bxe6* ±) But white can still win with 4.e5! Ne4 5.Nd3 a4 6.Bc4 b5 7.Nb4! bxc4 8.Nxc6 +−]
2...Nxe4 3.Qe1
[3.Nxc6!? Nxd2 4.Nxa5 Nxf1 5.Kxf1 +−]
3...Ndf6?! [Black's best is 3...Qf5 4.Nd3 +−]
4.Nxc6!
Another "zwish" picks off a pawn.
4...Qxe1
[4...bxc6? 5.Qxa5 or 4...Qc7 5.Nxd8]
5.Ne7+ Kf8 6.Nxg6+ hxg6 7.Rfxe1
'Zwischenzug' is the German word for "in-between move" and is used by chess players everywhere. Sounds cool, eh?

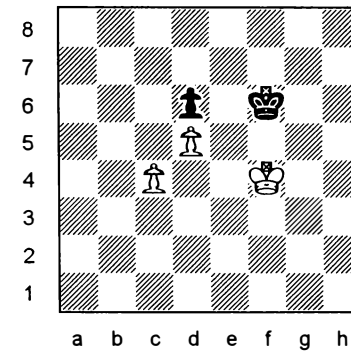
❻ 1.Ng4
1...Qxg3 [1...fxg4? 2.Qxc7] 2.Nxf6+ Bxf6 3.hxg3
1...Rd6 2.Bf4 [2.Nh6+! Kf8 3.Nxf5 +−] 2...fxg4 3.Bxd6 [3...Bxd6 4.Rxe8+ Kf7 5.Qe3 +−]
(*1.Nxc6? Bd6!* [*1...Qxc6 2.Bd4 ± or 1...Qxg3? 2.Nxe7+ +−*] *2.Qf3 bxc6* = [*2...Bxh2+? 3.Kh1 bxc6 4.g3 ±*] *2.Ne5 Rxe5* = *2.Bf4 Rxe1+ 3.Rxe1 Bxf4 4.Ne7+! Qxe7!* [*4...Kf8 5.Qh3 ±*] *5.Rxe7 Bxg3 6.hxg3 Rb6* =)
(*1.Bf4? Bd6 2.Nd3* [*2.Nxc6 see 1.Nxc6 Bd6*] *2...Re4 3.Bxd6 Qxd6* =)
(*1.Rxd5? Bd6! 2.f4 Nxe5 3.fxe5 Rxe5* =)

❼ 1.Qd8+ Rxd8 [1...Kh7 2.Ng5#] 2.Rxd8+ Kh7 3.Ng5+ Kg6 4.Nxh3 +−
(*1.Qg1? Qf3+ 2.Qg2 Qxg2#*) (*1.Qf4? Qg2#*)
(*1.Qg3? Qf1+ 2.Qg1 Qf3+ 3.Qg2 Qxg2#*)

❽ 1.Rfe1 = Were you able to resist doubling the black pawns by *Bxf6*? *Not all doubled pawns are bad*. They create open lines and sometimes give extra control of the centre. In this case, the open g-file would actually give black the advantage. So instead of capturing the knight, white should develop their rooks, and the e-file is the place to go.
(*1.Bxf6? gxf6 2.Rfe1 Kh8! 3.Ne4 Rg8* ∓ *Black is already making threats on the open g-file. 4.f3 Rg6 5.Rad1 f5 6.Nd2* [*6.Nf2? Bxf3*] *6...Rag8 7.Re2 Rg3! 8.Kh1* [*8.Nf1? Rxh3* −+] *8...Qe7 9.Rg1* [*9.Nf1? Rxh3+! 10.gxh3 Bxf3+ 11.Kh2 Qg5* −+ or *9.Qc2? Qg5* −+] *9...Qg5 Thanks to the doubled pawns, black has a powerful attack.*)
(*1.Rae1 = is also a good move if the plan is to push pawn to f4 later.*)
(*1.Rad1 = A good move that lines up with the black queen and discourages ...c5 or ...e5.*)
(*1.Nc4? Qd5!* [*2.Bxf6 Qxg2# or 2.Ne3 Qxg5* −+])
(*1.Nf3? Bxf3! Allowing black to double the f-pawns is a big mistake. 2.gxf3 Nh5* ∓ *White's kingside is very weak. The f-pawns are doubled and isolated. And the open g-file is not useful because white's pieces are not in position to attack.* [*Even worse is 2.Bxf6? Bxg2 3.Bxg7?* (3.Kxg2 gxf6) *3...Bxf1 4.Bxf8 Bxh3 5.Bh6 Qc6* −+])



❾ 1.Kf4
The right idea is to push pawn to d5 at the right moment, so that white gets the opposition afterwards. 1...Kf6 2.d5!



This formation with a *backward pawn* (c4) is typical for the endgame K + 2 p vs K + p. And playing for this formation is a common winning method when there is no passer.
In the diagram, with black to move, white has the opposition and wins. (*Look at the line below with 1.d5+? to see how the game is drawn when black has the opposition.*)
2...Kf7 3.Kf5 Ke7 4.Kg6! Outflanking.
4...Ke8 5.Kf6 Kd7 6.Kf7 Kc7 7.Ke6 +−
2...Ke7 3.Kg5! White takes the diagonal opposition. [3.Kf5? Kf7 =] 3...Kf7 4.Kf5 +−
2...Kg6 3.Ke4! Kf6 4.Kd4 The white king races to the queenside and outflanks black there. 4...Ke7 [4...Kf5 5.d5 +−] 5.Kc3 [5.c5? dxc5 6.Kxc5 Kd7 =] 5...Kd7 6.Kb4 Kc7 9.Ka5! Kb7 10.Kb5 Kc7 11.Ka6! Kc8 12.Kb6 Kd7 13.Kb7 +−
See exercises #1, #4, #7.
(*1.c5? dxc5 2.dxc5 Kd7 3.Kd5 Kc7* =)
(*1.d5+? Not the right moment. 1...Ke7!* = [*1...Kf6? 2.Kf4 +− or 1...Kd7? 2.Kf5 +−*]
In order to draw, the black king must stay on the same file as the white king <u>and</u> must keep the opposition on the open files which are not attacked by the black pawn (a-, b-, f-, g-files). The opposition is not important on the c-, d-, and e-files.
2.Kf5 Kf7 3.Kg5 Kg7 4.Kf4 [*4.Kh5 Kf6* =] *4...Kf6 5.Ke4 Ke7 6.Kf3!? Kf7! Distant opposition (three squares between kings). 7.Kf4 Kf6 8.Ke3 Ke7!* [*8...Ke5? 9.Kd3 +−*] *8.Kd4 Kd7 9.Kd3 Kd8! Staying on same file.* [*9...Ke7? 10.Kc3 +− or 9...Kc7? 10.Ke4 +−*] *10.Kc3 Kc7 11.Kb4 Kb6 12.Ka4 Ka6!* [*12...Kc5? Whoops! 13.Kb3 Kb6 14.Kb4 +− or 13...Kd4 14.Kb4 +−*] *13.Kb3 Kb7! 14.Kb4 Kb6 15.Kc3 Kc7! 16.Kc2 Kc8 17.Kd3 Kd8 18.Ke4 Ke7 ½-½ Same position 3 times!*)

❿ 4

Best Move Contest #53 *(page 80)*

❶ 1.Ng6+ hxg6 2.Rh5+ gxh5 3.Qxh5#

❷ 1.Qh6 Rg8 2.Qxh7+ [2.Rh5? Ng5+! 3.Kg1 gxh5 −+] 2...Kxh7 3.Rh5#

❸ 1.Qh8+ Kxh8 2.Bxf7 Rf8 3.Rh1#
[Black can delay mate by 2...Qb2+ 3.Kg3! Qxg2+]
(1.Rh1? Kf8 −+) (1.Ng5? Bxd5 −+)

❹ 1.Bc4
1...Kg7 2.Bxf7 [or 2.Rb7!?]
1...Qxc4 2.Qxg6+ Kh8 3.Qxh6+ Kg8 4.Qg6+ Kh8 5.Rh3+ Qh4 6.Rxh4#
1...d5 2.Bxd5 Qxd5 [2...Kg7 3.Bxf7] 3.Qxg6+ 3...Kh8 4.Qxh6+ Kg8 5.Qg6+ Kh8 6.Rh3#
(1.Bxg6? Qf1+ 2.Qxf1 Rxf1#) (1.Rb7? Qf6 −+)

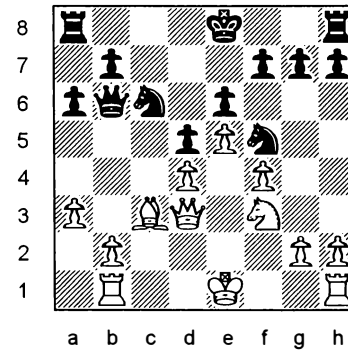
❺ 1.Rxf5+ Ke8 [1...Qf6 2.Rxf6+]
2.Qg6+ [2.Re1?! Nd4 ∞ or 2.Bxe6?! Qxe6 3.Re1 Qxe1+! 4.Qxe1+ Ne7 ±]
2...Kd7 3.Rf7
[3...Nd4 4.Rxe7+ Kxe7 5.Qg7+ Ke8 6.Qxb7 Nxb3 7.Rf1]
[3...Qxf7 4.Qxf7+ Kc8 5.Bxe6+ Kb8 6.Bd5]
[3...Kc8 4.Rxe7 Nxe7 5.Qxe6+ R8d7 6.Ba4]
(1.Rae1? Nd4 ∓ [1...Qg5 ∞] 2.Rxe6 [2.Bxe6+ Qxe6! 3.Rxe6 Bxg2+ 4.Kg1 Kxe6 ∞] 2...Nxe6 3.Rxf5+ Ke8 4.Qg6+ Kd7 5.Rf7 Bxg2+ 6.Kg1 Nd4 7.Rxe7+ Kxe7 ∓)

❻ 1.Nxd5
1...cxd5 2.Rxg7! [2.fxg7+? Kg8 −+]
2...Rxg7 3.f7 Kh7 [or 3...Rag6] 4.f8=Q
2...Rad6 [2...Rd8 3.f7] 3.Rxd7 Rxd7 4.f7+ Kh7 5.f8=Q
1...Rxd5 2.f7 [2.Bc3? Kg8 ∓ or 2.fxg7+? Kg8 ∓]
2...Rd8 3.Rxg7 c5 [3...Rxd4 4.f8=Q#] 4.Rg8+ Kh7 5.Rxd8
2...Rf5 [2...Rxd4 3.f8=Q+ +−] 3.Bxg7+ Kh7 4.f8=Q Rxf8 5.Bxf8 +−
3.Rxg7!
3...Rxf7 4.Rxf7+ Kg8 5.Rxa7
3...Ra4 4.Rg5+ Rxd4 5.Rxf5
3...Rf3 4.Rg8+ Kh7 5.h5! [Δ Rh8#]
(1.fxg7+? Kg8 ∓ [2.Rf1 Bf7 or 2...Rf7 ∓])
(1.Rxg7? Rxg7 2.fxg7+ Kg8 ∓)

❼ 1.Rxf2 gxf2 2.Rf5
[2.Rc7 f1=Q+ 3.Kh2 Qf4+ 4.Kg1 Qxc7 −+]
[2.Rd5 f1=Q+ 3.Kh2 Qf4+ 4.Kg1 Qc1+ −+]
2...Kxf5 3.g4+ Kxg4 4.Kg2 =
[Note that IF the white c-pawn started on c3 instead of c2, then white would lose here to 4...f1=Q+! 5.Kxf1 Kf3 −+ But with the pawn on c2, the game is drawn. See exercise #19 (9). Little things make a big difference in chess.]
(1.Rb1? Qxc5 2.Rxb7 Qh5+ 3.Kg1 Qd1#)
(1.Rf5? Qxf5! [1...Kxf5? 2.Rxf2+ gxf2 3.g4+ =] 2.Rxf5 Kxf5 3.Kg1 Ke4 4.Kf1 Ke3 −+)

❽ 1.a4 ±
In this pawn structure, the white knight has a great post on c4, so white stops black from playing ...b5 and driving him out.
(1.Rad1 [or 1.Rac1 or 1.f4] 1...b5 =)
(1.e5 Nxe5 [1...dxe5 2.d6!? Qc6 =] 2.Nxe5 dxe5 3.Rad1 Rad8 ∓)
The idea of advancing a pawn to keep a knight at its outpost is common in many openings. The position below, with black to move, is from the French Defence.

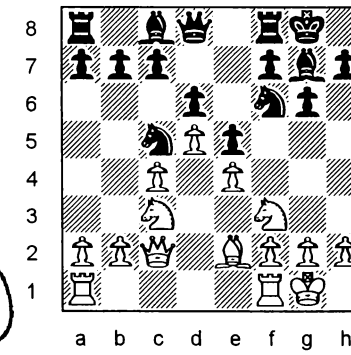
#8b

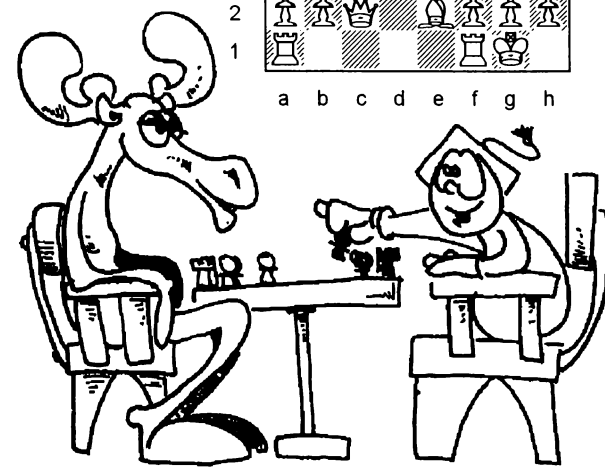


The black knight is perfectly placed on f5. But if black is careless, white will push pawn to g4 and force the knight to retreat.
(1...0-0? 2.g4 Nge7 [2...Nh6? 3.Ng5 g6 4.Qh3! Kg7 5.f5! +−] 3.Ng5 ±)
The right idea is to *secure the outpost* by 1...h5! =. With a closed centre, the black king will be safe staying in the middle and not castling.

The next diagram is from a King's Indian Defence. Black to move should play 1...a5 =.

#8c





❾ 1.Rg6 Kd7 [1...f3 2.Rxg3 f2 3.Rf3 +–]
2.Rg4 g2!? [2...Ke6 3.Rxf4 Ke5 4.Rg4 +–]
3.Rxg2 Ke6 4.Rg5! White cuts off the black king along the 5th rank. [4.Kb7? Kd5=]
4...Kf6 [4...f3 5.Rg3 f2 6.Rf3 +–] 5.Rc5 Ke6
6.Kb7 Kf6 [6...Kd6 7.Rf5 or 6...f3 7.Rc3 +–]
7.Kb6 Ke6 8.Kb5 Kf6 9.Kc4 Ke6 10.Kd3 Kf6
11.Ke4 +– A long journey by the white king! See exercise #47. [Sozin 1935]
(1.Ra1? f3 –+ Without the kings around, two connected passed pawns on their sixth rank win against a rook.)
(1.Ra2? f3 –+) (1.Ra3? g2 2.Ra1 f3 –+)
(1.Rf6? g2 2.Rg6 f3 –+)

❿ 4 Nc2 Nd1 Ne8 Nf7

Best Move Contest #54 *(page 81)*

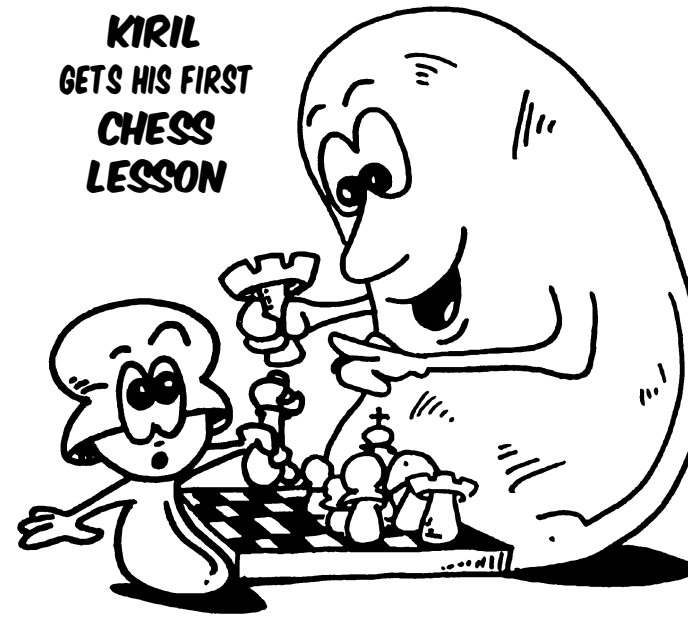
❶ 1.Qxf6 Bxf6 [1...Qxc3 2.Rh8#]
2.Rh8+ [2.Bxf6? Qxc2+ –+]
2...Bxh8 [2...Kg7 3.R1h7#] 3.Rxh8#

❷ 1.Qh6 Qf8
[1...bxc3 2.Qg7#] [1...Qxc3+ delays mate.]
2.Qxh7+ Kxh7 3.Rh1+ Qh6+
[3...Kg8 4.Rh8# or 3...Bh3 4.Rxh3+]
4.Rxh6+ Kxh6 5.Rh1+ Bh3 6.Rxh3#

❸ 1.Qxh5
1...gxh5 2.Bh7#
1...Bxg5 2.Qh8#
1...e5 2.Qh7#
1...Nf6 [1...Nh6 2.Qxh6] 2.Bxf6 Bxf6 3.Qh7#
Blackburne mate. Joseph Blackburne was the leading British master of the late 1800's. His nickname was "the Black Death"!
This position was taken from a game played in 1937 by Vera Menchik, the first women's world champion.

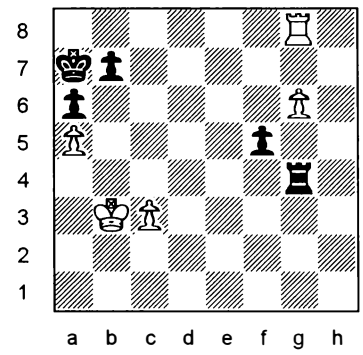
❹ 1.Rxc5 Qxc5 [1...bxc5 2.Qxb8]
2.Ba3
2...Qa5 3.Bxe7
2...Re1+!? 3.Nxe1! [3.Rxe1 Qxd5 ±]
3...Qa5 4.Bb2
(1.Be5? Rxe5! [1...Qd8 2.Bxf6 ±] 2.Nxe5 Bxf2+! [2...Qxe5 4.Rxc5 ±] 3.Kxf2 Qxe5 =)
(1.Bxf6? gxf6! ± [1...Qxf6? 2.Rxc5 +–])

❺ 1.Rc1 Rg6 [1...Qxa4 2.Rxc8#]
2.Rxc6 Rgxc6 [2...Rcxc6? 3.Rc7!]
3.f3! [3.Rxa7 Kf8 4.f3+ +– or 3.Qxa7? Rc1#]
3...Bxf3 4.Qxa7
(1.Rxa7? Qxa4 2.Rxa4 Kf7 –+)
(1.Qxa7? hxg3 2.hxg3 Qd6 ∓)
(1.Qxc6+? Rxc6 2.f3 [2.Rb8+ Kf7 –+] 2...hxg3 3.fxe4 gxh2+ 4.Kh1 [4.Kxh2 Rh6#] 4...dxe4 –+ 3.h3 [3.hxg3 Rxg3+ –+] 3...Rb6! 4.Rxb6 [4.Rxa7? Rb1! –+] 4...axb6 5.fxe4 dxe4 –+)



❻ 1.Bxf7+
1...Kxf7 2.Rxh7+ Kg6 [2...Kf8 3.Qh8#]
[2...Ke8 3.Rxe7+ Kxe7 4.Qg7+]
3.Rxe7 Rxd4 4.cxd4
1...Qxf7 2.Qxd8+ Kg7 3.Qxg5+
1...Kf8 2.Bd5! [2...c6? 3.Qh8#]
(1.Rxh7? Rxd4 –+ [1...Kxh7 2.Rh1+ Kg6! –+])

❼ 1.Be2 Rxd1 [1...Rh2!? See below.] 2.Bxd1 +–
A clever *unpin* gives white a winning bishop endgame. The black pawns are too weak, on the same colour as the bishops.
2...b5 3.axb6 e.p. Kb7 4.Ba4 Kxb6 5.Be8 +–
2...Kb8 3.Ba4 Kc7 4.Be8 +–
2...Be4 3.Ba4! Bxg2 4.Be8 Bd5 5.Bxg6 Be6 6.Bh7 Kb8 7.g6 Kc7 8.g7 Kd6 9.g8=Q +–
2...Ka7 3.Ba4 Be2 [3...b5 4.axb6+ Kxb6 5.Be8] 4.Be8 Bh5 5.Ka3 b5 6.axb6+ e.p. Kxb6 7.Kb4 a5+ 8.Kxc4 Be2+ [8...Ka6 9.Kc5 or 8.Kc7 9.Kb5] 9.Kd5 Bb5 [9...Bh5 10.Kd6] 10.Bxg6 a4 [10...Bd3 11.Be8] 11.Bxf5 a3 12.Bb1 Bd3!? 13.Ba2 +–
(1.Bxd3? Rxd1 2.Bxc4 Rd2+ 3.Kb3 Rxg2 4.Bf7 Rf2 5.Bxg6 Rxf4 6.Bf7 Rg4 7.g6 Kb8 8.Kc2 [8.Be6 Rxg6 9.Bxf5 Rg5 10.Be6 Rxa5 –+] 8...Kc7 9.Kd3 Kd6 10.Ke3 Kc5 11.c4 Kb4 12.Kd3 Kxa5 –+)
(1.Rxd3? cxd3 2.Bxd3 Rg1 3.Bc4 Rxg2+ –+ Same as 1.Bxd3 with an extra tempo.)
(1.g4? fxg4 –+ [2.Bxd3 Rxd1 3.Bxg6 g3 4.Be4 g2 5.Bxg2 Rd2+ 6.Ka3 Rxg2 7.Kb4 Rg4 –+])
(1.Re1? Rxf1 2.Re6 Rxf4 3.Rxg6 Rg4 –+)
An interesting rook endgame arises from 1.Be2 if black does not trade rooks. After 1...Rh2 2.Bxd3 cxd3 3.Rxd3 Rxg2+ 4.Kb3 Rf2 5.Rd6 Rxf4 6.Rxg6 Rg4 7.Rg8+ Ka7 8.g6, the following position [*next page*] is reached:



With accurate play, white wins. Here are some sample lines.

8...b6 9.Rg7+ Kb8 10.axb6 f4 11.Kb4! f3+ 12.Ka5 f2 13.Rf7 Rxg6 14.Kxa6! +–

8...f4 9.Kc2 b6!? [9...f3 10.Kd2 Rg2+ 11.Ke3 f2 12.Ke2 +–] 10.Rg7+ Kb8 11.axb6 f3 12.Kd3 f2 13.Ke2 a5 14.Kxf2 a4 15.c4! Rxc4 [15...a3 16.c5 a2 17.c6!] 16.Rf7 a3 17.g7 Rg4 18.Rf8+ Kb7 19.g8=Q Rxg8 20.Rxg8 a2 21.Rg1 Kxb6 22.Ra1+–

❽ 1.Rc3

White prepares to *triple* major pieces on the open file!

1...Rac8 2.Rfc1 h6 [2...Rxc3 3.Qxc3 ±]
3.Qc2 Rxc3 [3...Ra8 4.Rc7 ±] 4.Qxc3 ±

(*1.Rc2 Rfc8 2.Rfc1* ± *Doubled but not tripled!*)

(*1.h3 Rfc8* = [*2.Rc3? Rxc3 3.Qxc3* (*Even worse is 3.*bxc3 Rc8 ∓ *with a backward pawn on the semi-open c-file.*) *3...Rc8 4.Qd2 Qc6* ∓])

(*1.Qc3* [*or 1.Qc2 or 1.f3*] *1...Rfc8* =)

❾ 1.Bf2

Bishops of opposite colour usually give extra defensive chances in the endgame. Here white draws by sacrificing the bishop for both pawns or by setting up a *blockade* on the dark squares.

1...e3+ 2.Bxe3 dxe3+ 3.Kxe3 ½-½

1...d3 2.Be3 = An unbreakable blockade.

1...Ke5 2.Bg1! Bc4 3.Bf2 = The white bishop shuffles between g1 and f2, waiting for either pawn to advance.

(*1.Bf6? e3+ 2.Ke1 d3 3.Bg5 d2+* –+)

(*1.Bg5? The defending bishop needs to get in front of the pawns, so it can attack one pawn* [d4] *and be ready to sacrifice if the other advances* [*...e3+*]. *1...Ke5 2.Bh6 Kf5! With the white bishop behind the pawns, the black king is not stuck guarding d4. 3.Bg7* [*3.Ke1 e3* –+] *3...e3+ 4.Ke1 d3 5.Bc3 Ke4 6.Ba5 Bd7 7.Bc3 Bg4 8.Ba5 Kd5 9.Bc3 Kc4 10.Ba5 Kb3 11.Kf1 d2* –+)

❿ 18

All 16 pawns can promote on dark squares.

Best Move Contest #55 (*page 82*)

❶ 1.Qb3+ Nxb3 [1...Nc4 2.Bxc4#] 2.Bc4#

❷ 1.Rh7+ Kxh7 [1...Kf8 2.Qf7#] 2.Qf7+ Kh8 [or 2...Kh6] 3.Rh1+ Bh3 4.Rxh3#

❸ 1.Re8

1...Qxe8 2.Qf6+ Rg7 3.Qxg7#
1...Rxe8 2.Qg7#
1...Bxc3 2.Rgxg8#
1...Bf8 2.Rxg8+ Kxg8 3.Qxf8#
1...Qg5 2.Qf6+ [or 2.Qxg5] 2...Qxf6 3.Rgxg8#

❹ 1.Bxf7+

1...Qxf7 2.Nd6+ Kf8 3.Nxf7 Kxf7 4.gxh3
1...Kxf7 [1...Kf8 2.Bxg6] 2.Nxe5+ Kg8 3.Nxg6 Nxg6 4.gxh3

(*1.Nh4? Qg4* =
2.Nd6+ Kf8 ∓ [*3.Nxf7? Qxc4 4.Nxh8 Qxh4* –+]
2.Be2!? Qxh4 3.g3! Bxf1 4.gxh4 Bxe2 5.Nd6+ [*5.Qxe2 0-0* =] *5...Kd7 6.Nxf7 Rhf8 7.Nxe5+ Kc7 8.Qxe2 Rxf2 9.Qxf2!* ∓)

❺ 1.Bxf7+

1...Kxf7 2.Qxe4
1...Kh8 2.Bxe8 Rxe8 3.Qxe4 Nxe4 4.Rd3
1...Kf8 2.Bxe8 [2.Qxe4 Nxe4 3.Bg6+ +–]
2...Qxf5 [2...Kxe8? 3.Qxc8+ +–]
[2...Rxe8 3.Qxe4 +–]
3.Rxf5 Rxe8 4.Re2

(*1.Qxe4? Nxe4 2.Bxf7+ Kh7 3.Rd3* =
[*3.Bxe8? Nxd2 4.Bd7 Rxc2* ∓
or 4.Rd1 Rxc2 ∓ *or 4.Rf2? Ne4* –+])

❻ 1.Bxc5 Qxc5 2.Qxd3 cxd3 [2...Qb6 3.Qc2 or 2...Qxf2+ 3.Kxf2 cxd3] 3.Rxc5

(*1.Qxd3? cxd3 2.Bxc5* [*2.Rxc5 f6* ∓] *2...Qd8 3.Bxf8 Kxf8* ∓)

(*1.Nxe5? Rxe3!* [*1...Bxe3 2.fxe3 Rxe3* ∓] *2.fxe3 Bxe3+ 3.Kh1 Bxc1 4.Qxc1* ∓)

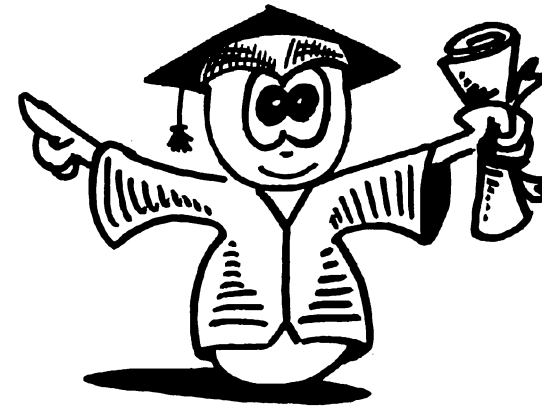
❼ 1.Rxf4 exf4 ½-½ stalemate

The endgame after other first moves is lost for white.

(*1.Rg1? e4 2.Rf1 e3! 3.Rxf4 e2* –+)

(*1.Rf2? Ne6 2.Rg2 e4* –+)

(*1.Re1? Ng2+ 2.Kg3 Nxe1* –+)



❽ 1.Qxe3 Rxe3 [1...Qxf1? 2.Qxe5!] 2.Bf5+ Qxf5 3.Rxf5 c6 [3...R3e5? 4.Rxd5! =] 4.Rxf7 =
This is a sad diagram for white. Black is up two pawns and is forking the white rooks. Sometimes our best chance of saving a game is a bad ending. Here white finds a combo that leads to a rook endgame where black is only ahead one pawn. White gets an active rook and is able to hold the draw.
4...R8e7 5.Rxe7 [5.Rdf1!? ∓] 5...Rxe7 6.Rf1
6...Kd7 7.Rf5 g6 8.Rf6 Rg7 9.Kc3 a5 [9...g5 10.Rh6 =] 10.Kd3 =
6...Re2 7.Rf8+ Kc7
7...Kc7 8.Rf7+ Kb6 9.h4 g6 10.Rf6 =
7...Kd7 8.Rg8 Re7 9.Rh8 g6 10.Rg8 Re6 11.Rg7+ Kd6 12.Rxa7 =
(1.Qxf7 Nxd1+ 2.Rxd1 Qd7 −+)
(1.Ba6+ Kb8 2.Qa4!? Nxd1+ 3.Rxd1 Qe6! −+)
(1.Rde1!? White can save the exchange with this tricky move, but not the game.
1...Nxf1? 2.Rxe5 Rxe5 3.Qxe5 +− [3...Kb8 4.Bf5 Qxh2 5.Qe8+ Kb7 6.Qb5+ Ka8 7.Qa6 +− or 3...Nxh2? 4.Bf5+ +−]
1...Qxh2? 2.Rf2! Qh3 3.Rxe3 +−
1...Nc4+? 2.bxc4 Rxe1 3.Bf5+ +−
1...d4 2.Qxf7! Nxf1 3.Rxe5 Rxe5 4.Qxg7 ∓
Now for the good black moves!
1...Qg4! 2.Rf2 [2.Qxg4 Nxg4 −+] 2...Nc4+ 3.bxc4 Qxf4 4.Rxf4 Rxe1 5.Rxf7 dxc4 −+
1...Kb8! −+ is best with the following lines:
2.Rh1 Nc4+ [2...Qe6! −+] 3.Bxc4 Rxe1 4.Rxe1 Rxe1 5.Bxd5 Qf1 −+
2.Rf2 Qg4! [2...Nc4+? 3.bxc4 Rxe1 4.Bf5 g5 5.Qxg5 R1e5 =] 3.Qxf7 Qd4+! 4.Kb1 c4 5.Be2 [5.Bg6 Nd1] 5...Ng4 6.Rg2 Qc3 −+
2.Rf3 Qg4! [2...Nc4+ 3.Bxc4 Rxe1 ∓] 3.Qxf7 [3.Qxg4 Nxg4 −+] 3...Nc4+ 4.Bxc4 Qd4+ 5.Ka3 Rxe1 6.Qxd5 Qxd5 7.Bxd5 R1e2 −+
2.Qa4!? Qe6! −+ [2...Nxf1? 3.Ba6! R8e6 4.Qb5+ Rb6 5.Qe8+!]
2.Qxf7 Nxf1 3.Rxe5 Rxe5 4.Ba6!? Qe6 5.Qf8+ Qe8 6.Qxc5 Re6 7.Bxf1 c6 −+)

❾ 1.f5
Black must not be allowed to play ...g6 and make a protected passed pawn on h5.
1...Ke5 2.a5 Kd5 [2...Kxf5 3.a6 +−] 3.Kg3 +−
1...Kc5 2.Kg3 Kb4 3.Kh4 Kxa4 4.Kxh5 Kb5 5.Kg6 Kc6 6.Kxg7 Kd7 7.f6 +−
(1.a5? g6! =)
(1.Kg3? g6! 2.Kh4 Kc4 3.Kg5 Kb4 4.Kxg6 [4.f5 gxf5 5.Kxf5 Kxa4 6.Kg5 =] 4...h4 5.f5 h3 6.f6 h2 7.f7 h1=Q 8.f8=Q+ Kxa4 =)

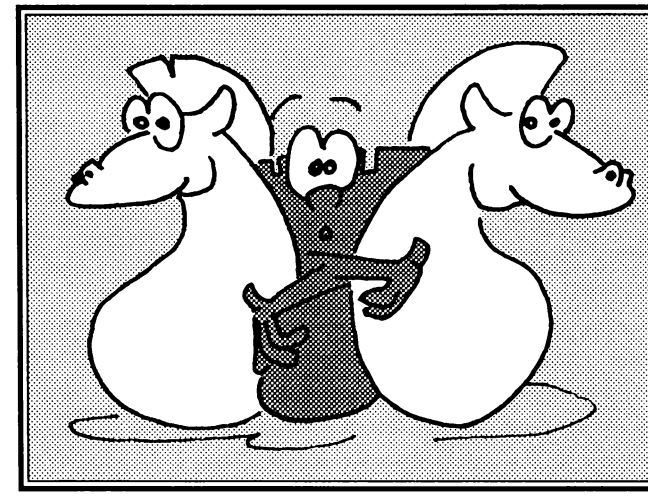
❿ 4
Rc4 Ne6

Best Move Contest #56 *(page 83)*

❶ 1.Qh6 Qf5 [1...d4 2.Qxh7#] 2.Qxh7+ Qxh7 3.Nf7#

❷ 1.Nc5+
1...Kd8 [1...Re6 2.Qxe6+] 2.Qd7#
1...Kb8 2.Nd7+ Kc8 3.Nb6+ Kb8 4.Qc8+ Rxc8 5.Nd7#
Ready to *smother* another king?
(1.Qf7? Rh8 −+)
(1.Nxd4+? Qxf5 2.Bxf5+ Kd8 3.Ne6+ Rxe6! [3...Ke7 4.Nxc7] 4.Bxe6 =)
(1.Ng7+? Qxf5 2.Bxf5+ Kd8 3.Nxe8 Kxe8 ∓)

❸ 1.Rd8+ Rxd8 [1...Bxd8 2.Qf7+ Kh8 3.Qf8#]
2.Qb3+ Kh8 [2...Kf8 3.Qf7#]
[Black can delay mate by 2...Qc4 3.Qxc4+, or 2...Rd5 3.Qxd5+, or 2...Qe6 3.Qxe6+.]
3.Nf7+ Kg8 4.Nh6+ Kh8 [4...Kf8 5.Qf7#]
5.Qg8+ Rxg8 6.Nf7#



❹ 1.Nxf7
1...Kxf7 2.Qxe6+ Kg6 [2...Kf8 3.Qf7#] 3.Bc2+ Kh5 4.Qh3#
1...Qe7 [1...0-0 2.Nxd8] 2.Nxh8 [or 2.Bd6!?]

❺ 1.Rb3
1...cxb3 2.Qxb4 [The c-pawn is pinned now.]
1...Qa5 2.Rb8# [or 2.Qb8#]
1...Rd4!? 2.Qxd4!
2...cxd4 3.Rxb4
2...Qxb3 3.Qxc5+! Kb7 4.axb3
2...Qa5 3.Qd6! [3.Rxc4 Bxc4 4.Qxc4 +−] 3...cxb3 4.Rxc5+ Qxc5 5.Qxc5+
(1.Qe4? Qb7 2.Qe3 Rd4! 3.Rxc4 Rxc4 [3...Bxc4?] 4.Rxc4 Bxc4 5.Qxe8+ Kc7 =)

❻ 1.Bxh6
1...Qxh6 2.Qxf7+ Kh8 3.Qxe8#
1...gxh6 2.Rg4!
2...Qxg4 3.Qxf7+ Kh8 4.Qxh7#
2...Rce6 [2...Rf8 3.Rxg6+] 3.Rxg6+ hxg6 4.g3 [4.Rxc7? Re1+ 5.Nxe1 Rxe1#]

❼ 1.Kf2

White's first move is easy to find because the other moves are clearly bad. Now after *1...Bb6+ 2.Kf3*, white keeps a big material advantage.

However, did you find the best move against 1...Rd8, attacking the queen? The right reply is 2.Qxd8! Bxd8 3.Bxf4 +–

Other moves fall short:

2.Bxf4 Rxd1 3.Rxd1 Bxf4 ∓

2.Bd2? Nd3+ 3.Kf3 Nd4+ 4.Kg4 Nf2+ 5.Kh5 Rd5+ 6.Bg5 g6+ 7.Kxh6 Nf5#

2.Qa4? Bb6+ 3.Kf3 [3.Kf1 Ng3#] 3...Rd3+ 4.Kxf4 Bc7+ 5.Kxf5 g6+ 6.Kg4 f5#

2.Qb3? Nd3+ 3.Kf3 Nd4+ 4.Kg4 Nf2+ 5.Kh5 Re5+ 6.Bg5 g6+ 7.Kxh6 Ng4#

2.Qc2? Bb6+ 3.Kf3 Nd4+ 4.Kxf4 Nxc2 –+

2.Qf3? Bb6+ 3.Kf1 Rd1+ 4.Qxd1 Ng3#

2.Qg4? Nd3+ 3.Kf3 [3.Kf1 Re1#] 3...Ne5+ 4.Kf4 Rd4+ 5.Kxf5 Nxg4 –+

Playing through the above lines is a good way to develop your skill as a king hunter!

(*1.Ne2? Rxe2+ 2.Qxe2* [*2.Kf1 Ng3+*] *2...Nxe2 3.Kxe2 Ng3+ 4.Kf3 Nxh1* –+)

(*1.Kd2? Ne3!* [*1...Rd8+ 2.Kc2 Rxd1 3.Kxd1* –+] *2.Qa4* [*2.Qf3 Ba5+ 3.b4 Bxb4#*] *2...Rd8+ 3.Kc3* [*3.Ke1 Nc2+ 4.Kf2 Nd3+ 5.Kf3 Nce1+ 6.Kg4 Nf2+ Kh5 Kh7!*] *3...Rd3+ 4.Kb4 Re4+ 5.Kc5 Ne6#*)

(*1.Kf1? Ng3+ 2.Kf2 Nxh1+ 3.Kf1* [*3.Kf3 Ng6!*] *3...Rd8 4.Qb3* [*4.Qf3 Ne2! 5.Nxe2 Rd1# or 4.Qxd8+ Bxd8 5.Bxf4 Re4 6.g3 g5!* –+] *4...Rd3+ 5.Qa4 Ng3+ 6.Kf2 Bb6+ 7.Be3 Rexe3 8.Nf3* [*8.Qxf4 Re2#*] *8...Rxf3+ 9.Ke1 Nxg2#*)

❽ 1.g3 Bc5 [or 1...Ng6] 2.Kg2 =

Somehow the white king didn't get castled in the opening. But he is determined to find a safe spot near the corner and to free his rook from h1, so he "castles by hand".

If someone saw the position after 2...Ng6 3.Rxd8 Rxd8 4.Rd1, they would probably guess that white had castled the normal way. This method of regrouping after losing the right to castle is also called *artificial castling*.

❾ 1.Kf3

1...Rxe3+ 2.Kxe3 =

1...d5 2.Rxe4+ dxe4+ 3.Ke3 =

White times the rook exchange so that the resulting pawn ending is drawn.

(*1.Ke2? Kd4! 2.Rxe4+ Kxe4* –+)

(*1.Rxe4+? Kxe4 2.Ke2 d5* –+)

(*1.Re2? Rxe2+ 2.Kxe2 Ke4* –+)

❿ 44

Be3 Be4 Be5 Be6

Best Move Contest #57 (*page 84*)

❶ 1.Rb8+ Nxb8 2.Qb7#

(*1.Rxe7? Rh1+* [*1...Nxe7? 2.Rb8#*] *2.Kxh1 Qh4+ 3.Kg1 Qh2+ 4.Kf1 Qh1+ 5.Ke2 Qxg2+ 6.Ke1* [*6.Ke3 Qd2#*] *6...Qf2#*)

(*1.Qe6+? Nd7 2.Qxc6 Bxc5+* –+)

(*1.Rxc7+? Qxc7* –+ [*1...Kxc7? 2.Qb7+ Kd6 3.Ne6+ Kd5 4.Nxf4+ Kc4 5.Qb3#*])

❷ 1.Rd7+

1...Kxd7 2.Qe7+ Kc8 3.Qc7#

1...Kc8 2.Rc7+ Kb8 [2...Kd8 3.Qe7#] 3.Re7+ [or 3.Rxg7+] 3...Kc8 4.Qe6+ Kd8 5.Qd7#

(*1.Bc7+? Kc8 2.Qe6+ Kb7* –+)

(*1.Rxg7?* [*or 1.Rc7*] *1...Qc4+ 2.Kd1 Qd3+* ∓)

(*1.Qg5? Qc4+ 2.Kd1* [*2.Kb1 Bd3+ 3.Ka1 Rxa3+ 4.bxa3 Qc3+* –+] *2...Qxd4+ 3.Ke1 Qf6* ∓)

(*1.Qe6? Qc4+ 2.Kd1* [*2.Kb1? Bd3+* –+] *2..Qxd4+ 3.Kc1* [*3.Ke1 Qe4+*] *2...Qc4+ 4.Kd1 Qe2+ 5.Qxe2 Bxe2+ 6.Rxe2 Re8* ∓)

❸ 1.Ne7+

1...Qxe7 [or 1...Nxe7] 2.Qxh7+ Kxh7 3.Rh5+ Kg8 4.Rh8#

1...Kh8 2.Qxh7+ [2.Rh5!?] Kxh7 3.Rh5#

(*1.Rxe6? fxe6* –+ [*2.Qg7+? Qxg7*])

❹ 1.Rxe6

1...fxe6 [or 1...Rxe6] 2.Qxc3+

1...Qxf6 2.Rc1+! [2.Rxf6? Rxe1+ –+] 2...Kb8 3.Rxf6

1...Qxe1+!? 2.Rxe1 Rxe1+ 3.Kh2

(*1.f5? Bd7!* = [*1...Bxf5? 2.Rxe7+! Kb8 3.Qxc3 or 1...gxf5? 2.Rxe6* +–])

❺ 1.Qg4

1...g6 [or 1...f6] 2.Nh6+ Kh8 3.Qxd7

1...Rad8 2.Qxg7#

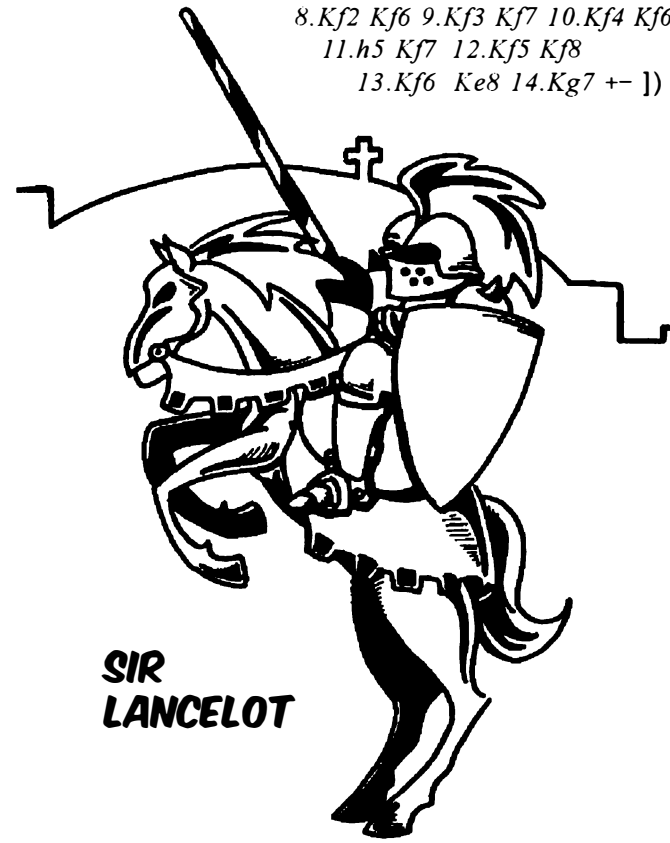
(*1.fxe5? Nxe5 2.Bb5!?* [*2.Qh5* ∓] *2...c6 3.Rxd6 Qc7 4.Bc4* = [*4...g6 5.Nh6+* ∞])

❻ 1.Bd5
1...Bxd5 [1...Qxd5 loses the same way.]
2.Rxf8+ Nxf8 [2...Bg8 3.Rxg8#]
3.Rxf8+ Bg8 4.Qxg8#
1...Rxf2 2.Qg8#
1...Rdf6 2.Bxe4 [or 2.Rxf6 Nxf6 3.Bxe4]
2...Bxe4 3.Rxf6 Rxf6 [3...Nxf6 4.Qg5]
4.Rxf6 Nxf6 5.Qg5
(*1.Qxd6? Rxf7* ∓ [*2.Rxf7? Qxg2#*])
(*1.Bxc4? Rdf6!* −+ [*2.Rxf6 Nxf6 3.Rxf6? Qb1+*])
(*1.Bg6? Rxg6* −+ [*1...Rxf2 2.Qxf2 Rxg6* −+])

❼ 1.Rf2 +−
A surprise defence that leaves white up the exchange after 1...Rxe1+ 2.Bxe1. White has mate on 1...Rxf2? 2.Re8+ Bf8 3.Rxf8#. In a master game, white resigned this position! *Never give up without a good look around.*
(*1.Rxe2? Qxf1#*)
(*1.Qxe2 Nxg3+ 2.Kg1 Nxe2+ 3.Rxe2 Bc5+! 4.Ref2?!* [*4.Rff2! Bxf2+* ∓] *4...Qf3! 5.a3 h5! 6.b4 Bd4 7.a4* [*7.h4 Qg3+ 8.Kh1 Bxf2* −+] *7...h4 8.Be1* [*8.Bxc3 Qxc3*] *8...h3 9.b5 Qg2#*)

❽ 1.e5 ±
White has a knight. Black has a bishop. So white closes the centre. A basic general principle in the strategy of minor pieces. Normally, knights can only perform better than bishops in positions that are not too open. When a bishop is badly blocked by its own pawns, like in this example, the knight can truly shine.
1...Rc7 2.Re3
2...Bb5 3.Rg3 f6 [3...f5 4.Qf4] 4.Re1 ±
2...Rfc8 3.Rg3 ±
1...f5 [or 1...f6] 2.exf6 Qxf6 [2...Rxf6? 3.Nxd5!!]
3.Qxe6+ ±
1...Bb5? 2.Nxd5! exd5 [2...Qd7 3.Nf6+! or 2...Qd8 3.Rxc8 Qxc8 4.Ne7+ +−] 3.Rxc8 +−
(*1.exd5?! This capture is wrong because it frees the black B. Too bad for white, the tactics with the pin on the e-file don't work. 1...Bxd5! 2.Nxd5* [*2.Re3 Rfd8* ∓] *2...exd5* = [*3.Rxe7? Rxc1+ 4.Re1 Rxe1# or 3.Rxc8 Qxe1# or 3.Qxc8!? Qxe1+! 4.Rxe1 Rxc8* =])
(*1.f3?! This move guards the e-pawn but lets black open the centre in the bishop's favour.1...dxe4 2.fxe4 Rfd8* ∓ [*3.d5 exd5 4.Nxd5* (4.exd5 Qc5+! 5.Kh1 Bxd5 ∓) *4...Qe5* ∓])

❾ 1.Kf2
Developing the king in an endgame is almost always a good idea. Here it avoids several mistakes.
(*1.g3 is also a good safe move.*)
White has the wrong colour bishop for the h-pawn. So black must not be allowed to sacrifice their bishop for the g-pawn. See exercise #45.
(*1.h3? Bxh3! 2.gxh3 Ke5* =) (*1.Bf3? Bh3!* =)
(*1.g4? Bxg4! 2.Bxg4 Ke5* =)
(*1.h4? Bh3!*
2.h5 Ke5! [*2...Bxg2+? 3.Kxg2 Ke5 4.h6 Kf6 5.Bh5!* +−] *3.h6 Kf6 4.Bh5* [*4.Bd3 Bxg2+ 5.Kxg2 Kf7 6.Bh7 Kf6 7.Kg3 Kg5* =]
4...Bf5! 5.Kf2 Kg5 =
2.gxh3 Ke5 = White draws by retreating to the h8-corner in a hurry.
[*An amazing goof is 2...Ke4? 3.Bd3+!!*
3...Kxd3 4.h5 +−
3...Kf4 4.Kg2! Ke5 5.h5 +− *as below.*
3...Ke5 4.h5 Kf6 5.h6 Kf7 6.Bh7! Kf6 7.h4! and the black king cannot reach the drawing corner. 7...Kf7 8.Kf2 Kf6 9.Kf3 Kf7 10.Kf4 Kf6 11.h5 Kf7 12.Kf5 Kf8 13.Kf6 Ke8 14.Kg7 +−])



❿ c2 c6 d3 d5 f3 f5 g6

Best Move Contest #58 (*page 85*)

❶ 1.Rd7+ Kh6 2.Qf4+ g5 [2...Kh5 3.Rxh7#]
3.Qf6+ Rg6 [3...Kh5 4.Rxh7#]
4.Rxh7+ Kxh7 5.Qh8#

❷ 1.Bh6+ Kxh6 [1...Kf7 2.Qf8+ Ke6 3.Qe7#]
2.Qf8+ Bg7 [2...Kg5 3.f4+ Bxf4 4.Qxf4#]
3.g5+ [3.Qf4+? g5 4.Qxd6+ Bf6 5.Nxf6 Qe5 =]
3...Kh5 [3...Kxg5 4.Qf4+ Kh5 5.Qh4#]
4.Qf3+ Kxg5 5.Qf4+ [or 5.Qg4+ Kh6 6.Qh4#]
5...Kh5 6.Qh4#

❸ 1.Rh8+ Bxh8 2.Rxh8+ [2.Qh6? Bg7! −+]
2...Kxh8 [2...Kg7 3.Qh6#] 3.Qh6+ Kg8 4.Nf6#
(*1.Rh7?*
1...Qe5! = [*2.f4 Qf5! 3.Ng3 Qd5 4.f5* ∞]
1...Qxa2? 2.Rxg7+ [*2.Rh8+! still mates.*]
2...Kxg7 [*2...Kf8!* ∓] *3.Qh6+ Kg8 4.Qh8#*)

❹ 1.Qxe5 dxe5 [1...Qd8 2.Qg3+] 2.Nf6+ Kg7 3.Nxd7
(*1.Rf4? Ne2+ 2.Kf2 Nxf4* −+) (*1.Qh4? Qe7!* −+)
(*1.Nf3? Rxe4* [*1...Nxf3+? 2.Rxf3* +−]
2.Qxd4!? Rxd4 3.Nf6+ Kg7 4.Nxd7 Rd1+
5.Rf1 Rxf1+ 6.Kxf1 Be7! −+
2.Nxd4?
2...Re1+ 3.Rf1 Rxf1+ 4.Kxf1 cxd4 −+
2...cxd4 [*2...Rxd4? 3.Qxd4!* +−]
3.Rf3 Rg4 4.h3 Rxg2+!
[*4...Rg5? 5.Qxg5+*] *5.Kxg2 Bxd5* −+)

❺ 1.Bxf7+ Rxf7 [1...Kh7 2.Bg6+! Kh8 3.Nc4]
[1...Kh8 2.Nc4]
2.Nc4 [2.Nxf7? Kxf7 =]
Another sad case of the dreaded TQS.
(*Trapped Queen Syndrome*)
[2...Qc7 3.Bxc7 or 2...Nd3 3.Nxa5 Nxc1 4.Rxc1]

❻ 1.Nxf6+ gxf6 [1...Kf7 2.Nxd7]
2.Qd5+ Qf7 [2...Kh8 3.Qxb7] 3.Rxb7

❼ 1.Rd5 Bxd5 [1...Qxd5? 2.Qxd5 Bxd5+ 3.Kg1 ±]
2.Be4 Bxe4 3.Qxe4 ±
White sacks the rook to save the queen, and reaches a pawn up queen endgame. But with the white king so open, black has excellent chances to draw by perpetual check. Still, white should keep on playing.
(*1.Qxc6 bxc6 2.Rd2 Qe6!?* [*2...h6 3.Kg2* =]
3.Kg2 = With R+B+p for Q, the game will probably be drawn, but white must stay on guard against forks. [*3.Bxh7? Qe1+* −+])
(*1.Kg2* [*or 1.Kg1*] *1...Bxf3+ 2.Rxf3* =
[*2.Kxf3? Qh5+ 3.Ke4* (3.Kg2? Qe2+) *3...Qxh2* ∓])

❽ 1.Ra6
White blockades the weak isolated a-pawn, and then wins it by doubling rooks.
1...0-0 [or 1...Ke7!?] 2.Rfa1 c5 3.Rxa7 ±
1...Bc8 2.Rxc6 Kd7 3.Rc4 ±
(*1.Ra2?! a6! 2.Rfa1 Bc8* =)
(*1.d4?! exd4 2.Nxd4 c5* =)

❾ 1.Kb1
1...a3!? 2.b3! [2.bxa3? Ke5 =] 2...Ke5
3.Ka2 Kd5 4.Kxa3 Kc5 5.Ka4 +−
1...Ke5 2.Ka2 Kd5 3.Ka3 Kc5 4.Kxa4 +−
White avoided the following trap.
(*1.Kc3? a3! 2.b4* [*2.bxa3? Ke5* =] *2...Ke5*
3.Kb3 Kd5 4.Kxa3 Kc6 5.Ka4 Kb6 =)
[Dedrle 1921] See exercise #49.

❿ 8
e3 d3 Ne2 Nd2 Nc3 Nf3 Nb1 Ng1

Best Move Contest #59 (*page 86*)

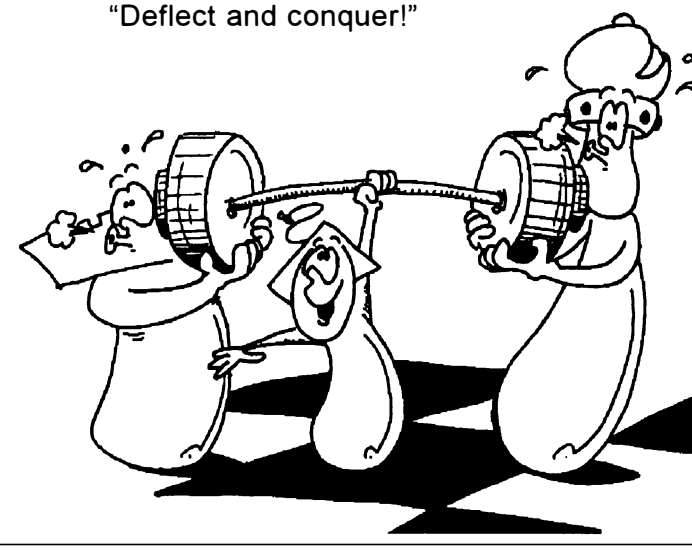
❶ 1.Qc3+ Kb5 2.Qc4+ [2.Qc6+ Kxa5 3.Qc3+ =]
2...Kxa5 3.Rxa6+ Rxa6 4.Qb4#
(*1.Qe3+?* [*or 1.Qf2+? or 1.Rc6+?*] *1...Kb5* −+)
(*1.b4+? Kb5!* −+ [*or 1...Nxb4+! 2.axb4+ Kb5* −+
but not 1...axb3+?! 2.Nxb3+ Kb5 3.Qf4!? ∓)
(*1.Nb7+? Kb5 2.Nxd8 Bc2!* −+
[*3.Qg1 Bb3+ 4.Kb1 Rd1+ 5.Qxd1 Bxd1* −+]
[*3.Rf1 Bb3+ 4.Kb1 Raxd8 5.Rc1 Rd1*
6.Qe5+ R8d5 7.Qe2+ Ka5 8.Qg4 Rxc1+
9.Kxc1 Rd1+ 10.Qxd1 Bxd1 11.Kxd1 Kb5 −+])

❷ 1.Qe6+ Kf8 2.Nxh7+ Nxh7 3.Ng6#
(*1.Nf5+? Ke8 2.Nd6+ Ke7 3.Nf5+* =)
(*1.Qf7+? Kd6 2.Bf4+ Kc5* −+
3.b4+ Kb6 4.Be3+ Kc7 5.Bf4+ Kc8 −+
3.Be3+ Kb5 [*3...Kd6 4.Bf4+* =] *4.Qb3+ Ka5*
5.Qa3+ Ba4 −+ *No mate!!??*)

❸ 1.Rxd8+
1...Rxd8 2.Qe6+ Kf8 3.Nd7#
1...Ke7 2.Qe6+ Kxd8 3.Nb7#
1...Kxd8 2.Qd5+
2...Kc8 3.Qxa8#
2...Ke8 3.Qe6+ [3.Qxa8+? Ke7! +− no mate]
3...Kf8 [3...Kd8 4.Qd7#] 4.Nd7#
(*1.g3? Qf7* −+)

❹ 1.Bh3
1...Qxh3 [1...Nxd5 2.Bxd7] 2.Qxd8
2...Qc8 3.Nf6+ Kf7 4.Qxc8 Nxc8
5.Nxe8 Kxe8 6.Rxc7
2...Kf8 3.Rxc7! [3.Nf6 +−] 3...Nxd5
4.Ng5! Qf5 [4...Ndxc7 5.Nxh3]
5.Nxh7+ Kg8 6.Qxe8+ Qf8 7.Qxf8#
1...h6
2.Qh4! g5 3.Nxg5 [3.Qxh6 +−] 3...hxg5
4.Qxg5+ [4.Be6+!] 4...Qg7 5.Qxd8
2.Nf6+ [2.Qxh6 +− also wins.]
2...Kg7 3.Nxe8+! Qxe8 4.Rxc7+ Nd7
5.Qxd8!? Qxd8 6.Rxd7+ Qxd7 7.Bxd7
2...Nxf6 3.Qxf6 Qe8 4.Rxc7 Nd7 5.Qxd6

"Deflect and conquer!"



❺ 1.Ne7+ Rxe7 [1...Kf8 2.Nxd5] 2.Rc8+ Re8 [2...Ne8 3.Qxd5] 3.Rxe8+ Nxe8 4.Qxd5
(1.Qxd5? Nxd5 2.Rc5 Rc8 3.Rxd5 [3.Kf1 b4 = or 3.a3 Kf8 4.Kf1 Nf6! =] 3...Rxc6 4.Rxb5 Rc2 =)

❻ 1.Nxe5
1...Qxe5 2.Bb2 Qxb2 [2...Bb7 3.Qxe8+] 3.Qxe8+ Kh7 4.Rd1 Qg7+ 5.Kh2 [5...Qc7+ 6.f4 Qg7 7.Rg1 Qb2+ 8.Rg2]
1...Rg8 2.Bb2! [2.Kf1! +–] 2...Rxg6+ 3.Nxg6+ Kh7 4.Nxe7 2...Qg5+ 3.Ng4+! Rg7 4.Qxg5
(1.Ng5? Qxg5+! [1...Rf8 =] 2.Qxg5 Rg8 3.Qxg8+ Kxg8 4.Rb1 Be6 5.Bb2 Bxb2 6.Rxb2 Bxc4 7.Rc2 Be6 8.Rxc5 Bxa2 ∓)
(1.Qh5+? Kg7 2.Nxe5 [2.Nxh4 Bxa1] 2...Qxe5 3.Rb1 Rg8! 4.Bb2 Kf8+ 5.Kf1 Qe4 –+)

❼ 1.Rxh6 Rxh6 [1...Qxf5 2.Rxh8#] 2.Qxd7 +– [2...Rhc6 3.h3! +– (3.Qxd5? Rc1+ ±)]
(1.Re5 [or 1.Rf6!?] 1...Qxf5 2.Rxf5 ∓ Black is up a pawn but the d-pawn is very weak. 2...Rd8 3.Rd1 d4 4.Be5 d3 [4...Bc5? 5.Bc7+–] 5.Rf3 d2 6.Re3! Bg5 [6...h5 7.Re2] 7.f4 Be7 8.Re2 f6 9.Bc3 Kf7 10.Rexd2 =)
(1.Rae1? Qxe6 2.Rxe6 [2.Qxe6 fxe6 –+] 2...Rc1+ 3.Re1 Rxe1#)

❽ 1.Qxf8+ Kxf8 +–
The white queen entered the black camp to capture a rook on a8, but she got trapped. That makes her a desperado. By taking on f8, white ends up with 2 R + 2 p for Q, which is a big advantage. If the queen tries to run instead, she will have to give herself up for a minor piece.
(1.Qa7 Bb8! [also 1...Nc8 2.Qa8 Nc7 ±] 2.Qxb8 Rxb8 ± 2.Qa8 Nc7 3.Qxb8 [3.Qa5? b6!] 3...Rxb8 ± 2.Qa5 b6 [2...Bc7 3.Qa7 Bb6 4.Qxb6 Nxb6 ±] 3.Qa6 Nc7 4.Qc4 Bxc4 5.Nxc4 ±)
(1.Qa5 b6 [also 1...Bc7 ±] 2.Qa7 Nc8 [also 1...Bb8 ±] 3.Qa6 Nc7 4.Qxc8 [4.Qc4 Bxc4 5.Nxc4 ±] 4...Rxc8 ± 2.Qa6 Nc7 3.Qa7 [3.Qc4 Bxc4 4.Nxc4 ±] 3...Nc8 4.Qb8 [4.Qxc7 Bxc7 ±] 4...Ne8 5.Qxd6 [5.Qxc8 Bxc8 ±] 5...Nexd6 ±)

❾ 1.Rxb2+
To win, white has to sacrifice right away.
1...Kxb2 2.g6 Without the kings around, two connected passed pawns beat a rook.
2...Rc8 3.g7 Rg8 4.h7! Rxg7 5.h8=Q +–
2...Rh3 3.g7 Rxh6 4.g8=Q +–
See exercise #53.
(1.h7? Rb3! 2.h8=Q? b1=Q+ 3.Kf2 Rxb8 –+ 2.Rxb3 Kxb3 3.h8=Q b1=Q+ 4.Ke2 Qe4+ =
(1.g6? Rb3! –+ Black queens with check.)

❿ 6
Qe4 Ne5

Best Move Contest #60 *(page 88)*

❶ 1.Qxg7+ Qxg7 2.Re8+ Nf8 3.Rxf8#
(1.Re8? f6 2.Rxf8+ Nxf8 = [3.c5!?])

❷ 1.R3f7
1...Qg6 [or 1.Qh6] 2.Rxg8+ Kxg8 3.Qe8#
1...Rxf8 [or 1...Nd3] 2.Qxg7#
(1.Rg3? Qd7! 2.Rxg8+ Kxg8 3.Rxg7+ Qxg7 4.Qxd5+ Qf7 5.Qa8+ Kg7 6.Qxa6 a4 ∓)
(1.Rxg8+? Kxg8 2.Rf6 [2.Qb8+ Qc8 3.Qxb2 –+] 2...Nd3 3.Rxc6 Nxe5 –+)

❸ 1.Qa7+ Kc8 2.Ba6+ Bb7 [or 2...Qb7] 3.Qa8#
(1.Ra1? Qg2#)
(1.Bd5? Rd8! –+ [2.Bxc6 Rxd1+ 3.Kg2 Bxc6+])

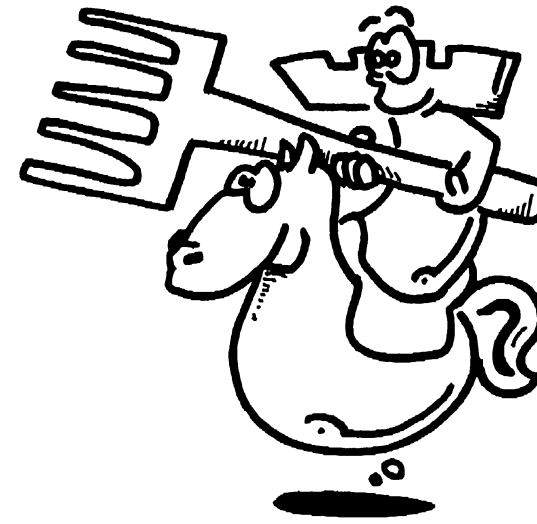
❹ 1.Qh5+ Qh7 2.Qe8+
[2.Qe5? Qf7 –+ or 2.f7? Qxh5 3.f8=Q+ Kh7 4.Qe7+ Kh6 5.Qxb7 Qe2+ –+]
2...Qg8 3.f7
[3...Kg7 4.fxg8=Q+ or 3...Bd5 4.Qxg8# or 3...Qxe8 4.fxe8=Q+ Kh7 5.Qe7+ Kg6 6.Qxb7]
Time to crown a new queen.
(1.Qh6+? Qh7 2.Qf8+ Qg8 3.Qh6+ = perp [3.Qe7? Qb8+ 4.Kg1 Qg3+ 5.Kh1 (5.Kf1 Ba6#) 5...Qxh3+ 6.Kg1 Qg3+ 7.Kh1 Bd5 –+])
(1.f7? Qxg6 2.f8=Q+ Kh7 3.Qe7+ Qg7 4.Qh4+ ∞ [White has good chances for perp.])

❺ 1.Qxc5 Rxc5 2.Rf8+ Kxf8 3.gxh7
[3...Re5 4.h8=Q+ Kf7 5.Kc1]
Sneaking into the end zone untouched!
(1.Qf7+? Kh8 2.Qf2 [2.gxh7? Qc2+! or 2...Nh5? Qc2+ 3.Ka1 Qc1+ –+] 2...hxg6 ∓)
(1.gxh7+? Kh8 =)

❻ 1.Qd8+ Qxd8 2.Rxd8+ Rxd8 3.Rb8+ Kxb8 4.exd8=Q+
(1.Rc3? Qd7! = [2.Rxc5? Qxd6 –+])

❼ 1.Qd5+
White perps by always checking with an x-ray attack on the black queen. 1...Ka6 2.Qa8+ Kb6 3.Qd8+ Kb5 4.Qd5+ Kb4 5.Qd2+ Ka4 6.Qa2+ Kb5 7.Qd5+ ½-½
(1.Qxe2+? Kb6 –+ [2.Qe3+ Qc5])
(1.Qg5+? Ka4! –+ [2.Qxh6 e1=Q+])

❽ 1.b4
White sacks a pawn to quickly open lines against the black king. In positions with opposite side castling, whoever gets their attack rolling first usually wins. Material is less important than freedom of the pieces. Giving up a pawn to get an open file for the rooks is a standard plan.
1...Qxb4? 2.Rb1
2...Qxa4 3.Bxb7+ Kb8 4.Bg2+ Kc8 5.Rb8+! Kxb8 6.Qb1+ Kc8 7.Qb7#
2...Qa5 3.Bxb7+ Kb8 4.Ba6+ Ka8 5.Qf3+ Nd5 6.Bb7+ Kb8 7.Bxd5+ Kc8 8.Bb7+ Kb8 9.Ba8+ Qb6 10.Rxb6+ +–
So black must decline the sacrifice, but the tempo gained by attacking the black queen lets white take charge of the game.
1...Qc3? 2.Qc1!
2...Bg5 3.Bxg5 hxg5 4.Rb1 +– [then 5.Rb3]
2...Nd5 3.e7! Bxe7 [3...Nxe7 4.Bd2 +–]
4.Rxe7 Nxf4 [4...Nxe7 5.Bd2 +–] 5.gxf4 +–
1...Qb6 2.Qf3!
2...a6 3.Rab1 ±
2...c6 3.b5 ± [3...c5? 4.a5 Qxb5 5.Rab1 +–]
2...g5 3.a5 ±
3...Qc6 4.Qxc6 bxc6 [4...Nxc6 5.a6! gxf4 6.axb7+ Kxb7 7.b5 ±] 5.Bd2 ±
3...Qb5 4.Be5
4...Bxe5 5.Rxe5 Qxb4 6.a6 +–
4...Rhf8 5.a6 c6 6.axb7+ ±
2...Nd5 3.Be5 ±
3...Bxe5 4.Rxe5 c6 5.e7 +–
3...c6 4.Bxf6 Nxf6 5.b5 +– [5...c5 6.a5!]
3...Nxb4 4.Bxf6 gxf6 5.e7 Rde8 6.Qxf5+ Kb8 7.Re6 c6 8.Rb1 a5 9.Qxf6 +–
3...Rhe8 4.a5
4...Qa6 5.Bxf6 gxf6 [5...Nxf6? 6.b5!] 6.Qxf5 +–
4...Qxb4 5.Bxf6 gxf6 [5...Nxf6? 6.Reb1] 6.a6 ±
(*1.a5 is aggressive but black is fine after 1...g5 2.Bd2 h5 3.b4 Qb5* = [*or simply 1...a6* =])
(*1.Qf3 c6* = [*2.b4 Qxb4 3.Rab1 Qa5* ∓])
(*1.Qd2 g5 2.b4 Qb6 3.Be5* =)
(*1.Rb1!? Nd5 2.b4!? Nxb4* [*2...Qe7 3.Qf3* ±] *3.Bd2 a5* =)
❾ 1.Qb6+
A cool way to force a draw. 1...Qxb6 Stalemate! [1...Kf7? 2.Qxg1 c2 3.Qf2+ +–]
(*1.Qc6+? Kh5* –+ [*2.Qd5+ Qg5* or *2.Qxc3 d1=Q*])
❿ 10
Bc3 Bd4 Be5 Be7 Bg5 Bf3 Be4 Bd5 Bd7 Bb5
Occupied squares must be attacked.



Best Move Contest #61 *(page 89)*
❶ 1.Qh7+
1...Kxf6 2.Qxh6# [2.Qxf7+? Kg5 –+]
1...Kf8 2.Qxf7# [2.Qh8# or 2.Qg8# or 2.Qxh6#]
(*1.Ne8+? Bxe8* –+)
(*1.Nh5+? Qxh5!* [*1...Kg8 2.Qxf7+ Kh8 3.Qg7# or 1...Kh8 2.Qf6+ Kg8* (or 2...Kh7) *3.Qg7#*]
2.Qxh5 Rc1+ 3.Bd1 Ba4 –+ [*4.Qxe5+ Kg8 5.Qg3+ Kh7 6.h4 Rxd1+ 7.Kh2 R8xd6* –+])
❷ 1.Qe6+ Kh8 [1...Kf8 2.Qf7#]
2.Qh3+ Kg8
[2...Bh6 3.Qxh6+ Kg8 4.Qh7+ Kf8 5.Qf7#]
3.Qh7+ [3.Qe6+ Kh8 repeats]
3...Kf8 4.Ne6+ [4.Qxg6? Qa1+ 5.Kd2 Qc3+ =]
4...Kf7 [4...Ke8 5.Qxg6#]
5.Qxg7+! [5.Ng5+ Kf8 repeats]
5...Kxe6 [or 5...Ke8] 6.Qxg6#
❸ 1.Rxf6+
1...Kg8 2.Qe6+ Kh7 3.Rxh6+ gxh6 4.Qf7#
1...gxf6 2.Qxf6+ Kg8 3.Rg1+ Kh7 4.Qf7#
[Delay mode: 3...Qg6 4.Rxg6+ Kh7 5.Qg7#]
❹ 1.Rxc8
1...Qxc8 2.Qxg7#
1...Rxc8 2.Nf6+ Kh8 3.Nxd7
1...Qf7 [or 1...Nd5] 2.Rxf8+
(*1.Nef4? Qf7! 2.Re1 h6!* ±)
❺ 1.Qf8+ Rg8 2.Qxg8+ Kxg8 3.Nf6+ Kf7
4.Nxd7 [4...b5 5.Nb8! bxc4 6.Nxa6]
❻ 1.Nxd5
1...Bxd5 2.Nd7+ Ke7 3.Nxf6
1...Qg5+ [1...Qd8 2.Qh8#] 2.f4! Qd8 3.Qh8#
(*1.Bb5? Bxe5 2.dxe5 Qf4+ 3.Kb1 c6* =)
(*1.Nd7+? Bxd7*
2.Qh8+!? Ke7 3.Nxd5+ Ke6 4.Qxe8+! Rxe8 5.Nxf6 Kxf6 ∓
2.Nxd5? Qg5+ 3.Kb1 Qxd5 –+
In the diagram, if white's king were on b1 instead of c1, then 1.Nd7+ would also win. [*1...Bxd7 2.Nxd5 threatening 3.Nxf6 and 3.Qh8#*])

❼ 1.Rxg6+ hxg6 2.Qb3 ±
Unforking method #7. *Get what you can!*
The "desperado" sacrifice leaves white with the better placed pieces and a safer king.
(*1.Bg5? Nxg3+* [*1...Nxc3? 2.Bxd8 Ne4 3.Rxg6+ hxg6 4.Bc7* =] *2.Kg1 Qc7* −+)
(*1.Qb3? Nxg3+* −+)

❽ 1.Ba6
The white bishop takes control of c8, the base of the open file for black. Now the black rooks can only watch while the white rooks double up on the c-file.
1...Kf8 [1...f6 2.Rac1 Rd7 3.Rc6 Kf7 4.Rdc1 ±]
2.Rac1 Rd7 3.Rc6 Ke7 4.Rdc1 ±
White dominates the open file and black has difficulty holding things together.
4...Rad8? 5.Bc8 Rd6 6.Rc7+ Kf6 7.Rxa7 +−
4...f6? 5.Bc8 Rd6 6.Rc7+ Kf8 7.Rb7 ±
4...Rd6 5.Rc7+ Rd7 6.Bb5 Rxc7 7.Rxc7+
7...Kd8 8.Rd7+ Kc8 [8...Ke8? 9.Rxa7+ +−]
9.Re7! a5 10.Re8+ Kb7 11.Bc6+! +−
7...Kd6 8.Rd7#
7...Kf8 8.Bc6 Rb8 9.Rxa7 Rc8 10.Ra8 +−
7...Kf6 8.Bc6 Rb8 9.Rxa7 Rc8 10.Ba4 Rc1+
11.Kh2 Rb1 12.b3 Rb2 13.Kg3 Rxa2
14.Rb7 ± [14...h5 15.h4 Rb2 16.Rxb6 Bc2 17.Rb7! Bd1 18.Be8 Rxb3 19.Rxf7+ +−]
(*1.Rac1?* [*or 1.Rdc1?*] *1...Rac8! 2.Ba6 Rxc1 3.Rxc1 Rd7* ± *Although white controls the open file, black has the 7th rank defended and should be able to draw.*)
(*1.Bd3? Bxd3 2.Rxd3 Rdc8* ∓)

❾ 1.Kf3
To win, the white king must arrive on f4 at the right time.
1...Ke6 2.Kf4! +−
1...Ke7 2.Kf4! Ke6 3.g3! +−
1...g6 [or 1...g5] 2.hxg6+
2...Kxg6 3.Kf4 h5 4.g3 +−
2...Kg7!? 3.Ke3 h5 4.Kf4! Kxg6 5.g3 +−
In endgames, we can often calculate very deeply, especially in pawn endings. Here white needs to look ahead several moves to see that the direct *1.Kf4* only draws.
(*1.Kf4? g6!* = [Ilyin Zhenevsky - Botvinnik 1938]
2.hxg6 Kxg6 3.g3 h5 4.e6 Kf6 5.e7 Kxe7 6.Kxf5 h4! 7.gxh4 Kf7 =
2.e6+!? Kxe6 3.hxg6 Kf6 4.g7 Kxg7 5.Kxf5 Kf7 =
2.g3 Kg7! 3.hxg6 Kxg6 4.e6 Kf6 5.e7 Kxe7 6.Kxf5 Kf7 7.g4 h5! =)

❿ 14
Ba1 Bc1 Be1 Bg1 Bb8 Bd8 Bf8
Bb1 Bd1 Bf1 Bh1 Bc8 Be8 Bg8

Best Move Contest #62 (*page 90*)

❶ 1.Rxg6+
1...hxg6 2.f7+ [2.Qxg6+? Kf8 −+]
2...Kxf7 3.Qg7+ Ke6 4.Qf6#
2...Qxf7 [or 2...Bxf7] 3.Qh8#
1...Kh8 2.f7+ [2.Qf8+!] 2...Re5 3.Bxe5#
1...Kf7 2.Qg7+ [2.Rg7+ mates in 4] 2...Ke6
3.f7+ Ke7 [3...hxg6 4.Qf6#] 4.f8=B#
In the first line, the white f-pawn is sacked to *obstruct* the flight square f7 and to *clear* the long diagonal for the bishop on b2.
(*1.f7+? Qxf7* −+)

❷ 1.Qxd4+
1...Qxd4 2.Bb5+ c6 3.Re7#
1...Kc6 2.Bb5#
1...Qd6 2.Bb5+ [2.Re7+!?] 2...c6 3.Qxd6#
I bet you saw *Qxd4+* right away, but did you find *Bb5+* to obstruct c6? That was tough!
(*1.Be6+? Qxe6! 2.Rxe6 Kxe6 3.Qe2+ Be5! 4.f4 Rd5!* ∓)
(*1.Bb5+? c6 2.Qxd4+ Kc7!* −+)
(*1.Qe2 c5!* [*1...Rf8* ∓ *or 1...Rh8* ∓]
2.Bxc5 Bf8! [*2...Kc7* −+] *3.Bxd4 Qxd4 4.Rd1 Qxd1+ 5.Qxd1+ Kc7* −+)

❸ 1.Qe6+
1...Nd7 2.Qe8+ Rxe8 3.Rxe8#
1...Kd8 2.Rd1+ Nd7 [2...Nd5 3.Rxd5#]
3.Qxd7#
1...Kb8 2.Rxb7+! Kxb7 [2...Ka8 3.Qa6#]
3.Rb1+ Ka7 [3...Ka8 4.Qa6#] 4.Qa2#

❹ 1.Nd5
1...Qxf3 2.Nxf6+ Ke7 3.Nd5+ Kd7 4.Rxf3
1...Nxd5 2.Qxg4
1...Bg7 2.Nxf6+ Bxf6 3.Qxg4
1...Qh4 2.Nc7+ [2.g3 +−] 2...Kd7 3.Nxa8
1...Qe6 2.Nc7+ Kd7 3.Nxe6
1...0-0-0? 2.Qc3+! Kb8 [2...Kd7 3.Nxf6+]
3.Qc7+ Ka8 4.Qxd8+ Qc8 5.Qxc8#
(*1.fxe5? Qxf3 2.Rxf3 Ng4* = [*3.Nd5 Rc8 or 3.exd6 Bxd6* = *White started down a pawn.*])
(*1.Qxg4? Nxg4 2.h3 Nh6 3.Nd5 Rc8* =)

❺ 1.Qf4+
1...Qxf4 2.Rxe8+ Kc7 3.gxf4
1...Kc8 [or 1...Be5] 2.Qxf7
1...Ne5 2.Rxe5! [or 2.Qxf7 Nxf7 3.Rxe8+]
The "zwischencheck" nets a rook.
(*1.Rb1? Nb6* = [*2.a5 Nd5*])

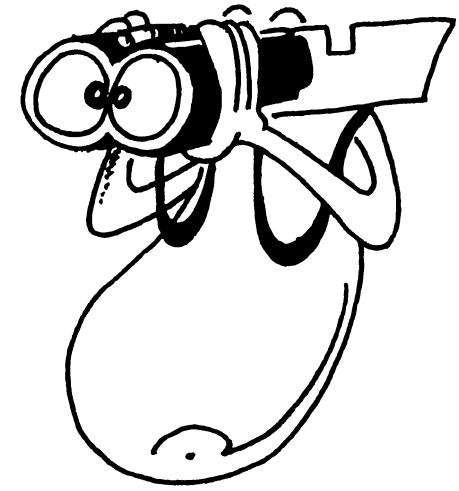
❻ 1.Qg4
1...Qxg4 2.Bxa6+ Kb8 3.hxg4 ["zWisssH!"]
1...Bf5 2.Bxa6+
2...Qxa6 3.Qxf5+
2...Kb8 3.Qg5! [or 3.Qh4! or 3.Qe2 Bxe4 4.Qb5+ Ka7 (*or 4...Ka8?*) 5.Bb7!]

❼ 1.Qxg7+ Kxg7 2.Rxf3 +– [2.Be5+? Kh6 –+]
The white queen is sacked so the black queen can be captured safely. Now the white bishop can move with discovered check, stopping mate by ...*Rd1+*.
2...Rd1+ 3.Be1+
3...Kh8 4.Rf8#
3...Kh6 4.Rh3#
3...Ng5 4.Rxg5+ Kh6 5.Re5 +–
2...Kh8 3.Be5+ Rxe5 4.Rf8#
2...Nxg3+ 3.Rgxg3+ Kh6 [3...Kh8 4.Rf8#]
4.Rf6+ Kh5 5.Rxb6 +–
2...Ng5 3.Rf1
3...Kh8 4.h4 Ne6 [4...Ne4 5.Be5+] 5.Rf6 +–
3...Kg6 4.h4 Ne6 5.Bc7+ Kh5 6.Bxb6 +–
3...h6 4.h4 Nf7 [Other knight moves allow mate by 5.Be5+] 5.Bc7+ Kf8 6.Bxb6 +–
2...Rg5! [best] 3.Be5+ Kg6 4.Rxg5+ Kxg5 5.h4+ Kh5 [5...Kxh4? 6.Rf4+] 6.Rf5+ Kg6 7.Rf4 Ng3+ 8.Kg2 +–
(*1.Rxf3? Rd1+ 2.Be1* [*2.Rg1 Rxg1#*] *2...Rxe1+ 3.Rf1 Rxf1+ 4.Rg1 Rxg1#*)
(*1.Qe2?* [*or 1.Re1*] *1...Nxg3+ 2.hxg3 Rh5#*)
(*1.Bf2? Nxf2+ 2.Kg1* [*2.Rxf2 Rd1+ 3.Rf1 Rxf1#*] *2...Nh3+ 3.Kh1 Qxf1+ 4.Rg1 Qxg1#*)
(*1.Qxb6!? Nxg3+! 2.hxg3 Qxf1+ 3.Qg1* [*3.Kh2 Rh5#*] *3...Qf3! 4.a4* [*4.Qe1 Rd1*] *4...Rh5+ 5.Qh2 Qd1+ 6.Rg1 Rxh2+ 7.Kxh2 Qxa4* –+)

❽ 1.d4
White uses a tactical trick to get rid of the backward d-pawn. *Don't miss a chance to trade off your weak pawns.*
1...Nxd4 [or 1...exd4] 2.Bc4 ± [pins rook]
1...Rd6
2.d5 Nd4 = White's protected passed pawn on d5 is balanced by the black knight's excellent outpost on d4.
2.dxc5! bxc5 3.Rc1!
3...Nd4 4.Kf1 Rc6 ±
3...Rd2?! 4.Rxc5 Rxe2 5.Rxc6 Rxb2 6.Rc8+ Kf7 7.Rc7+ Kg6 8.Rxa7 ±
(*1.f4* [*or 1.Rc1 or most other moves*] *1...Rd6* ∓)

❾ 1.Re1
By offering a rook trade into a drawn pawn ending, the white king is able to cross the e-file and get in front of the black pawn.
1...Rxe1 2.Kxe1 Kc4 3.Kd2 =
1...Re4 2.Rxe4 Kxe4 3.Ke2 =
1...Ra8 2.Ke2 Ra2+ [2...Kc4 3.Rc1+] 3.Kd3 =
See exercises #17, #38, #44.
(*1.Rd3? Kc4* –+)
(*1.Rc1? d3* –+)
(*1.Kf1? Kc4 2.Rc1+ Kd3 3.Rd1+ Kc3 4.Rc1+ Kd2 5.Ra1 Rf8+* –+)

❿ c2 c6 g2 g6 a8
A knight needs 4 moves to go two squares diagonally!



Best Move Contest #63 (*page 91*)

❶ 1.Qd8+
1...Kc5 2.Ne6# [2.Qf8+? Kb6! 3.Qb8+ Ka6 =]
1...Ke5 2.Qe7+ [2.Qe8+? Kd4! ∓]
[2.Nf3+? Ke6 ∓ (*3.Ng5+? Rxg5*)]
[2.Qh8+ Kd6 3.Qd8+ repeats]
2...Kd4 3.Nf3# [3.Qf6+? Kc5 4.Qf8+ Kb6 =]

❷ 1.Rh5 gxh5 [1...Nxe1 2.Qxh7#] 2.Qf6#
[1...Qxf2+ 2.Kxf2 Rd2+ 3.Kg1 Rxg2+ 4.Kxg2 Nxe1+ 5.Kh1 gxh5 6.Qf6#]
(*1.R5e4? Qa5! 2.Rf1 Qh5* ∓ [*2...Qd2* =])
(*1.Nf5? gxf5 2.Qf6+ Kg8*
3.Qg5+ Kh8 4.Qf6+ = [*4.Qxf5 Rd5* =]
3.Rxf5 Rd5! 4.Rf3 Qc7!
5.Rg3+? Qxg3 –+
5.Rf1 Rfd8 6.Rg3+ Qxg3 7.fxg3 =)

❸ 1.Ne7+ Kh8 2.Bxg7+ Kxg7 3.Qg5+ Kh8 4.Qf6#
(*1.Qg5?* [*1.Qc3 f6* –+] *1...Bxf2+!* [*1...f6* –+] *2.Kxf2 Qh2+ 3.Kf1 Qxb2* –+)

❹ 1.Qe8+ Kb7 2.Qxc6+ Kxc6 [or 2...Bxc6] 3.cxb3
(*1.Qxc7+? Rxc7 2.Rxc7 Qe3+ 3.Kb1 Kxc7* –+)

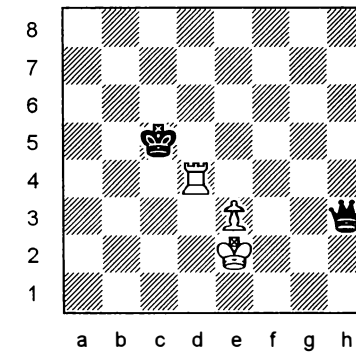
❺ 1.Re8+ Kxe8 [1...Rxe8 2.Bxf5] 2.Nxg7+ Kf8 3.Nxf5 [3...c4 4.Qb4+]
A legendary *unpinning* moment in the history of sport, brought to you by the folks at *Chess Iz Us*. Visit them today for the finest in arctic chess equipment.
(*1.Bxf5? Rxd2* =)
(*1.Qxa5?*
1...Qxd3 [*1...bxa5? 2.Bxf5* +−] *2.cxd3 bxa5* =
1...Nh3+! [*1...Nf3+!?*]
2.gxh3 Qg5+ 3.Ng3 bxa5 −+
2.Kh1 [*2.Kf1 Qxf2#*] 2...*Qxf2!* [*2...Rxd3* −+]
3.gxh3 bxa5 −+
3.Qc3? Qg1+ 4.Rxg1 Nf2#)

❻ 1.Qxf2
1...Nxf2 2.Bxg5 *Pin-Buster!*
1...Qxe7 2.Rxe7 [2.Qf4 +− fork] 2...Nxf2
3.Bf4! Rf8 4.Rxb7
3.Rxb7!? Rxb7 4.Rf1 Rf7 [4...Ne4 5.Rf8#]
5.Be1
1...Be4+!?
2.Rxe4 Nxf2 3.Bxg5 Nxe4 4.Bf4
2.Kc1!? Nxf2 3.Bxg5 Nd3+ 4.Kd2 Nxe1
5.Rxe1

❼ 1.Rxc3+
Black has a big advantage because of the dangerous c-pawn, so white sacrifices to reach a drawn R+ p vs. Q ending.
1...bxc3 2.Rxc3+ Kd4 3.Rd3+
Now the white rook shuffles between d3 and f3 and black can do nothing.
(*1.Ke1? Qh1+ 2.Kf2 Qc1* −+)
(*1.Rh3? Qxh3! 2.Rxh3 c2* −+)
(*1.Rg2? Qh1+ 2.Rg1* [*2.Kf2 c2*] 2..*Qxf1+* −+)

The endgame R + p vs. Q is not always drawn. But even when the queen can win, it is usually not easy.

#7b



This diagram is similar to the drawn position we just looked at, but the pieces are further up the board. This allows black to win because now there is more space behind the pawn for the queen to move around.

In order to win, the black king must get next to the pawn from behind. A sample game goes:
1...Qg2+ 2.Kd3
[2.Kd1 Qf2 3.Rd3 Kc4 4.Ra3 Qf8! 5.Ra4+ Kd3 −+]
[2.Ke1 Qc2 3.Rf4 Qd3 4.Kf2 Qd2+ 5.Kf3 Qe1 6.Rd4 Qf1+ 7.Ke4 Qe2 8.Kf4 Qf2+ 9.Ke4 Qf1! transposes to game.]
2...Qf2 3.Rf4 [3.Ke4 Qf1 also transposes.] 3...Qe1 4.Rd4 Qd1+ 5.Ke4 Qf1! The key position that black aimed for. Now the black king can cross the 4th rank and approach the pawn. 6.Rd5+
[6.Ke5 Qf3 7.Re4 (*7.e4? Qc3*) 7...Kc6! 8.Rc4+ Kb5 9.Re4 Kc5 −+ Zugzwang.]
[6.Ra4 Qh1+! 7.Ke5 (*7.Kf4? Qh4+ or 7.Kd3? Qd1+*) 7...Qh5+ 8.Kf6 Qh6+ 9.Kf5 Qxe3 −+]
The game continues (*after 6.Rd5+*) with 6...Kc4 7.Rd4+ Kc3 8.Rd5 Qf6 9.Rd3+ Kc2 10.Rd4 Kc1! 11.Rd5 Qe6+ 12.Re5 Qc4+ 13.Kf5 Qf7+ 14.Ke4 Kd2 Reaching the pawn and winning it quickly. 15.Rd5+ Ke2 16.Re5 Qf3+ 17.Kd4 Qc6! 18.Rd5
[18.Re4? Qd6+ 19.Kc4 Qd3+ or 18.Re7? Qd6+]
18...Qa4+ 19.Ke5 Kxe3 −+ (See exercises #11, #20)
The winning method shown here was worked out by the French master Philidor in 1777.

❽ 1.h4

White has an excellent position against the "dragon defence". There are lots of good moves, but advancing the h-pawn is the best way to break down the black castle walls. White will push the pawn to h5 before taking on g7. This is the most forceful move order because it limits the black options.

1...Na5 This is black's best, eliminating the bishop on b3 and its pin on the f7-pawn.

2.g4 ± A bit too slow. [see 1.g4]

2.Bxg7 White does well with this move, but it's still better to wait before trading.

2...Kxg7 [2...Nxb3? 3.Qh6 +−] 3.h5 Nxb3 4.cxb3 Ng8! ± [4...Rh8? 5.e5 +−]

2.h5! Nxb3 3.axb3

3...Nxh5? 4.Rxh5! gxh5 5.Qg5 +−

3...Bxh6 4.Qxh6 ± [4...Nxh5? 5.g4 Nf6 6.e5 +−]

3...Rc8 4.hxg6 [4.Bxg7 Kxg7 5.hxg6 h5!?]

4...hxg6? 5.Bxg7 Kxg7 6.Qh6+ Kg8 7.Qh8#

4...fxg6 5.Bxg7 Kxg7 6.Qh6+ +−

6...Kf7 7.e5! Nh5 8.Qxh7+ Ng7 9.Rh6 [or 9.e6+ Kxe6 10.Qxg6+] 9...Rg8 10.Qxg6+ Kf8 11.Rh4 +−

6...Kg8 7.e5 [or 7.Nd5 +−] 7...Nh5 8.g4 Ng7 9.e6 Rf6 10.Qxh7+ Kf8 11.Qh8#

3...Qa5 4.hxg6 [4.Nd5 Qxd2 5.Nxe7+ Kh8 6.Bxg7+ Kxg7 7.Rxd2 ±] 4...fxg6 5.Bxg7 Kxg7 6.Qh6+ Kg8 7.Rd5!

7...Qc7 8.Rg5 e6 9.Rxg6+ hxg6 10.Qh8+ Kf7 11.Rh7+ Ke8 12.Qxf8+ Kxf8 13.Rxc7 +−

7...b5 8.Rg5 Rac8 [8...Kf7 9.f4 +− or 8...Rf7 9.Rxg6+ Kh8 10.Nd5 +−] 9.Rxg6+ Kf7 [9...hxg6 10.Qxg6#] 10.Rxf6+! exf6 11.Qxh7+ Ke8 12.Nd5 Qd8 13.Qg7 +−

1...Bxh6? Bringing the white queen to h6 seems dumb, but sometimes it is the best defence against the *Be3 Qd2 Bh6* plan. But not here. 2.Qxh6 Rc8 [2...e6 3.h5 Qe7 4.hxg6 fxg6 5.f4! +−] 3.h5 +− [*see 1...Rc8*]

1...Rc8? 2.h5

2...Na5 3.Bxg7 Kxg7 4.hxg6 fxg6 5.Qh6+ Kh8 6.e5 +− [or 6.Nd5 +−]

2...Nxh5 3.Rxh5 Bxc3 [3...gxh5 4.Qg5 +−] 4.Qxc3 Ne5 5.Qd4 gxh5 6.f4 +−

2...gxh5 3.Qg5 Ne8 4.Qxh5 Nf6 5.Qg5 Ne8 6.Bxg7 Nxg7 7.Qh6 +−

2...Bxh6 [best but still awful] 3.Qxh6 +− [3...Nxh5 4.g4 Nf6 5.g5 Nh5 6.Rxh5 gxh5 7.g6]

Now for white's other first moves:

(*1.Bxg7 Playing Bh6 to trade off black's fianchettoed bishop is a good plan but the immediate capture frees the black h-pawn, which gives black some extra options.*

1...Kxg7 2.h4 h5!? [*2...Na5 3.h5 Nxb3 4.axb3 Ng8!?* ±]

3.Nd5 Nxd5 4.exd5 [*4.Bxd5 Qa5*] *4...Ne5* ± *3.g4!?*

3...Rh8! 4.Nd5 ± [*4.gxh5 Rxh5 5.f4* ± *or 4.g5 Nd7 5.f4* ±]

3...hxg4?! 4.h5! Rh8 ± [*4...gxh5? 5.Qg5+ or 4...Nxh5 5.fxg4* +−])

(*1.g4 A good move that is often necessary when attacking a kingside fianchetto, but in this case, opening the h-file right away works well without the g-pawn. 1...Na5*

2.Bxg7 Kxg7 3.h4 Nxb3 4.axb3 Rc8 ± [*or 4...h5 5.gxh5 Nxh5* ±]

2.h4 Nxb3 3.axb3 Bxh6 [*best*] *4.Qxh6 Qc7 5.h5 Rac8 6.hxg6 fxg6 7.g5* [*7.Nd5 Qxc2+ 8.Ka2 Rc5! 9.Nxf6+ Kf7!* =] *7...Nh5 8.Rxh5! gxh5 9.g6 e6!* ±)

(*1.Nd5 This move allows black to simplify things too much. 1...Nxd5*

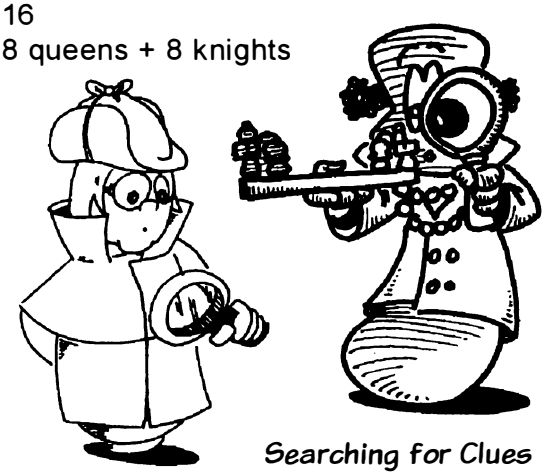
2.Bxg7 Kxg7 3.exd5 [*3.Bxd5 Qa5* ±] *3...Ne5 4.h4 h5 5.g4!?* (*5.f4 Ng4* ±) *5...Rh8* ± [*5...Nxf3?! 6.Qc3+ Ne5 7.gxh5* +−]

2.exd5 Na5

3.Bxg7 Kxg7 4.h4 Nxb3 5.Qc3+ f6 6.Qxb3 ± *3.h4 Nxb3 4.axb3 f6 5.h5 g5 6.Bxg7 Kxg7* ±)

❾ 1.Be5
White posts his bishop on e5 in order to trade off the black knight if it ever moves, simplifying into a won pawn endgame.
Material is even, but the pawn structure is not balanced. White has a *pawn majority* on the queenside (3 to 2) and black on the kingside. The white majority is *healthy* but black's is *crippled* by doubled pawns. This is a winning advantage.
1...Nf6 2.Bxf6! Kxf6 3.Kd4 Ke6 4.b4 a6 5.a4 g4 [5...Ke7 6.Ke5] 6.b5 +–
1...Ke6 2.Kd4 a6 3.b4 Kd7 4.Kd5 Ke7 [4...Nc7 5.Bxc7! +–] 5.a4 Kd7 6.b5 axb5 7.axb5 Ke7 8.c6 bxc6 9.Kxc6 +–
1...g4!?
2.fxg4?! Ke6! 3.Bxf4 fxg4 4.Kd4 Nf6 ±
2.Bxf4?! Ke6 3.Kd4 Nf6 ±
2.Kd4! Ignoring the kingside pawns, and keeping the black knight *corralled*. White wins simply by making a passed pawn on the queenside.
(*1.Kc4?! Ke6! Black gets counterplay by bringing the knight to d5. White should not give black this chance. 2.b4 Nc7! 3.Bd2! Nd5 4.Kd4* [*to stop ...Ne3*] *4...a6 5.a4 Nc7* ∞)
(*1.b4?! Ke6 also frees the black knight.*)

❿ 16
8 queens + 8 knights



Searching for Clues

Best Move Contest #64 (*page 92*)

❶ 1.Bc2
Black cannot stop 2.Qh7#. Sometimes a *quiet move* makes the biggest BOOM!
(*1.Bd4? Re8 =* [*2.Bc2 Re1+ 3.Bb1 Rxb1+*])
(*1.Qg6? Bxe5 =* [*2.Bc2 Rd1+ 3.Bxd1 Qd6*])
(*1.Rh3? Bxe5 2.Bc2 Kg8! =*)

❷ 1.Bf7 BooM! Black cannot stop 2.Ne3#.
(*1.Ne3+?* [*or 1.Ng3+ or 1.Bg6+*] *1...Ke6 –+*)
(*1.Bg4+? Kg6* [*or 1...Kg5*] *2.Be6+ Kh6!*
[*2...Kh5? 3.Nf4+ Kh6 4.Rh1+ Kg5 5.Rh5+ Kxf4 6.Rf5# or 2...Kh7? 3.Rh1+ Kg6 4.Nf4+ +–*]
3.Rh1+ Kg5 [*3...Kg6? 4.Nf4+ +–*] *4.Rg1+ Kh6 =*)

❸ 1.Nxf6
1...Qxe2 [or any non-g-pawn move] 2.Qxh7#
1...g6 2.Rc7! A quiet move with an unstoppable threat: 3.Rxh7#
1...gxf6
2.Rc7 f5 [2...Qxe2 3.Qxh7#]
[2...Kg8 3.Qxh7+ Kf8 4.Qh8#]
3.Qxf5 Kg8 [otherwise 4.Qxh7#]
4.Rf7
The fourth quiet move in a row!
Forcing mate without checks! Cool, eh?
4...Qxe2 5.Qxh7#
[For those who like noisy moves, the normal mate was 4.Qf7+ Kh8 5.Qxh7#]
(*1.Nc7? Rb8 2.Nxb5 Qxb5 3.Rc7* ±)
(*1.Qf5?* [*or 1.Qg4*] *1...Rxd5 2.Rc8+ Rd8! –+*)

❹ 1.e4
1...Bxe4 2.Qa4+ Nc6 3.Qxe4
1...Bg4 [or 1...Be6] 2.exd5
1...Bg7 2.exf5
1...Nf4!? 2.exf5! [2.gxf4 +–] 2...Nxg2 3.Kxg2
(*1.Qb3? Bc8* ± [*1...Nb6* ±])
(*1.Qa4+? Nc6* [*1...Qd7! = is best for black.*]
2.e4 Nb6 3.Qc2 Bg4 =
[*4.Qxc5? Bxf3 5.Bxf3 Nd4 ∓*]
2.Ne5! Bd7 3.Nxf7! Kxf7 4.Bxd5+ e6 5.Bg2 Nd4 6.Qd1 ± [*6.Qc4? Bb5! –+*])

❺ 1.Re7
1...Qxe7 2.Qxd5+ Kg7 3.Qxa8
1...Rad8 [or 1...Rdd8] 2.Rxf7
(*1.Nf4? Rdd8 =*) (*1.Bh4? Ra7! ∓*)
(*1.Bd6? Ra7 =* [*or 1...Rd8 2.Re7 R8xd6 =*])

❻ 1.Rxe5 dxe5 [1...Qh3 2.Re2] 2.Rxb6
2...cxb6 3.Qxe5+ Ka7 4.Qxh8
[4...Qh3 5.Qe5 Qxh2 6.b3]
2...Re8? 3.Qxb7#
2...Qc8 3.Bf5!? [3.Rb3! +–] [3.Qxe5? Re8! ∓]
3...Rd8 [3...Qxf5 4.Qxb7# or 3...cxb6 4.Bxc8]
4.Qxe5 [4.Qf7 or 4.Rxb7+ +–] 4...Re8
5.Rxb7+ Qxb7 [5...Kxb7 6.Bxc8+] 6.Qxe8+

❼ 1.Ba6
A *counterpin* smashes black to pieces.
1...Bxa6 2.Qa8# [or 2.Qc6#]
1...Qf7 2.Qc6+ Qc7 3.Bxb7+ Kb8 4.Bxc7#
1...Re7 [or 1...Rd7] 2.Qc6+! [or first 2.Bxb7+]
2...Rc7 3.Bxb7+ Kb8 4.Qxc7#
1...Nd6 2.Qc6+ Kb8 3.Qxb7#
1...Rxd1 2.Qxb7+ Kd8 3.Qc7#
1...Ng3+ 2.hxg3 Qe4 3.Qxe4 Rxe4 4.Bxb7+ Kxb7 5.Rxd8 +–
(*1.e4? Rxd3! 2.Qxd3* [*2.Rxd3 Bxe4 –+*] *2...Bxe4+ 3.Qxe4 Rxe4 –+*)
(*1.Bxf5+? Qxf5 –+ 2.Qxb7 Kxb7 3.Nc4 Rg8! 4.Nd6+ Rxd6! 5.Rxd6 Qe4+ 6.Rf3 Qxf3#*)

❽ 1.Rf5+
Now white can capture the black e-pawn with check if black defends by ...*Ke6*.
1...Kg6 2.h5+ Kh7 3.Kxe5 Rxf2
4.Rxf4 Rh2 [4...Rxf4 5.Kxf4 =] 5.Rf5 g5 [5...Re2+ 6.Kf4 =] 6.hxg6+ Kxg6 7.Rf1 =
1...Ke6 2.Rxe5+
2...Kf6 3.Rf5+ Ke6 [3...Kg6 4.h5+] 4.Rxf4 =
2...Kd6!? 3.Rf5!
[3.Kxf4? Rxf2+ 4.Kg3 Kxe5 5.Kxf2 Kf4 −+]
3...Rxf2 4.Rf7!
[4.Rxf4? Rxf4+ 5.Kxf4 g6! 6.Ke4 Ke6 −+]
4...g5 [4...Rh2 5.Rxg7 Rxh4 6.Rf7 =]
5.Rf6+ Ke7 6.Rxh6 g4 7.Rg6 g3 8.h5 Kf7 9.Rg4 g2 10.h6 f3 11.h7 g1=Q!
Time for black to draw! 12.Rxg1 Rh2 =
(*1.f3? Rd4# Oops!*)
(*1.Rxe5? Re2+* [*1...Rxf2? =*] *2.Kxf4 Rxe5* −+)
(*1.Kf3? g6! 2.Rxh6 Kg7* −+)

❾ 1.Kf1
Only this move draws. Even though black has the *distant opposition*, there is no win.
1...Kf4 2.Kf2 =
1...Ke4 2.Ke2 =
1...Kf5 2.Ke1! Kg4 3.Ke2! Kf4! 4.Kf2 =
See exercises #7, #31.
(*1.Ke2? Ke4 2.Kd2 Kf3!* −+)
(*1.Kd2?* [*or 1.Kf2?*] *1...Kf4! 2.Ke2 Ke4* −+)
(*1.Kd1? Kf4! 2.Kd2 Kf3* −+)

❿ 5
3 queens + 2 knights

Best Move Contest #65 (*page 93*)

❶ 1.Rg7+ Bxg7 2.Ne7#
[2.Qg4?
2...Qe1+! 3.Kh2 Qe5+ −+
2...Qxc3? 3.Ne7+ Kh7 4.Qf5+
4...Kh8? 5.Qh5+ Bh6 6.Qxh6#
4...Kh6 5.Qf4+ Kh7 6.Qf5+ =]
(*1.Ne7+? Bxe7 2.Rh8+ Kg7 3.Rh7+ Kf6! 4.Rh6+ Qxh6!* [*4...Kg7 5.Rh7+ repeats*] *5.Qxh6+ Ke5* −+)
(*1.Rh8+? Bxh8 2.Qg4+ Kh7 3.Qh5+ Kg8 4.Qg4+* = (*4.Ne7+? Kg7* −+])

❷ 1.Rf8+ Kxf8 2.Ng6+ hxg6 3.Qh8#
(*1.Rxe7+? Nxc4* −+)
(*1.Rf1+? Nxc4 2.Rxa1 Ne3* −+)

❸ 1.Bf5+ Kb8 [1...Kd8 2.Nxb7#] 2.Na6+
2...bxa6 3.Qb2+ Ka8 4.Be4+ c6 5.Bxc6#
2...Ka8 3.Nxc7+ Kb8 4.Na6+ Ka8
5.Qb8+ Rxb8 6.Nc7#
(*1.Qe6+? Kb8 2.Na6+*
2...Ka8 3.Nxc7+ Kb8 4.Na6+ Ka8 =
2...bxa6 3.Qb3+ Kc8 4.Bf5+ [*4.Qe6+ Kb8* =]
4...Kd8 5.Qd5+ Ke7 =)

❹ 1.Rd8
1...Qxd8 [1...Re6 2.Rxe8+] 2.Qh8+ Kf7 3.Qxd8
1...Nd3+ 2.Rxd3 [or 2.Kd2! Rxb2+ 3.Ke3! +−]
Deek and skewer.
(*1.Nd5? Rc6+ 2.Kb1 Ng4* = [*3.Qh4 Nf2 4.Nxf6+ Rxf6 5.Qxf6 Nxd1 6.Rxd1 Qxe4+*])

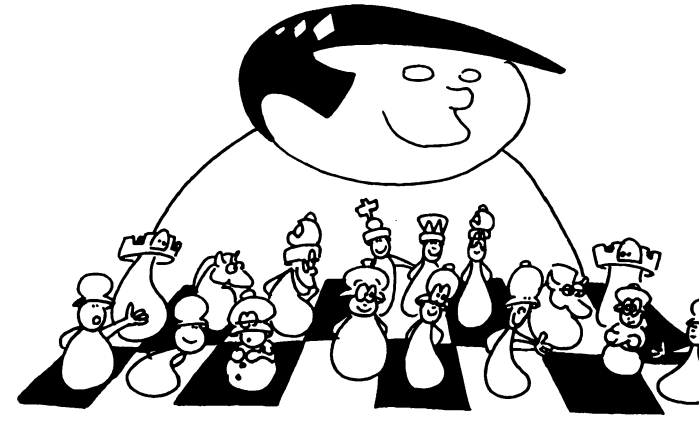
❺ 1.Ng6+ Kg8 2.Qxc8+ Qxc8
[2...Kf7 3.Qf5+! (*3.Qxb7+*) 3...Ke8 4.Qf8#]
3.Ne7+ Kf7 4.Nxc8 *Deek and fork*.

❻ 1.Be4
1...Qxe4 2.Nxf6+ Kg7 3.Nxe4
1...Qh5 2.Nxf6+ Kf7 3.Nxh5
1...Bd4 [1...Qxd1 2.Rxd1 or 1...Nxd5 2.Bxf3]
2.Rxd4! [or 2.Qc2]
(*1.Be2? Qf5 2.Bg4 Qg5 3.f4 Qh4* =)

❼ 1.Qc2 Qxc2 ½-½ stalemate
(*1.Qxa4? Qf1+ 2.Kb2 Qe2+ 3.Kc3 Qxh5* −+)
(*1.Qxb6? Qa3+ 2.Kb1 Qb3+ 3.Qxb3 axb3 4.Kb2 g5 5.hxg6* e.p.+ *Kxg6 6.Kxb3 h5* −+)

❽ 1.Qxg6 Nxg6 2.Rac1 ±
The most important feature of this position is the black *isolani* (isolated d-pawn). The place to take advantage of a weak pawn is the endgame. So white trades queens.
(*1.Rac1 Qh5!* ± *With a pawn weakness, it is best to stay in the middlegame, so black avoids a queen trade.*)

❾ 1.Rh7
The white king is cut off along the c-file, but the game is not lost because the king is on the *short side* of the pawn. This gives the white rook enough room for a "checkathon" along the ranks on the *long side*.
1...d2 2.Rh2+ Ke1 3.Rh1+ Ke2 4.Rh2+ Ke3 5.Rh3+ Ke4 [5...Kf4 6.Rd3 =] 6.Rh4+ =
1...Rb8+ 2.Kc3! [2.Kc1? d2+ or 2.Ka2? d2 −+]
2...d2 [2...Rc8+ 3.Kb2 =] 3.Rh2+ Ke3
4.Rh3+! [4.Rxd2? Rc8+ 5.Kc3 Kxd2 −+]
4...Ke2 5.Rh2+ =
See next page and exercises #17, #35.



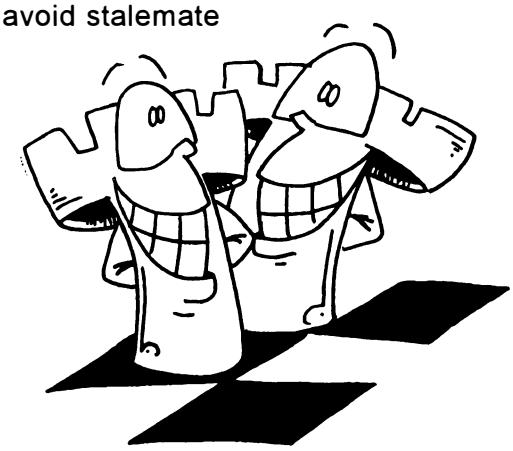
RETURN OF THE B-PAWN

(1.Re7+? Kd2 2.Rh7 Rb8+ 3.Ka2 Kd1 −+ winning with the Lucena method. 4.Rh1+ Kc2 5.Rh2+ d2 −+ 4.Rc7 d2 5.Rc6 Rb5! See #35.)

(1.Kb1? d2 2.Re7+ Kd1 3.Rb7 Rc1+ 4.Kb2 Ke2 5.Re7+ Kf3 6.Rf7+ Ke4 7.Re7+ Kf5 The old zigzag! 8.Rf7+ Ke6 −+)

(1.Rd6? d2 2.Re6+ Kd1 3.Re7 Rb8+ −+)

❿ to avoid stalemate



Best Move Contest #66 *(page 94)*

❶ 1.Qf8+

1...Rxf8 2.Rd3 *Black cannot stop Rh3#*

[Mate is delayed by 2...Qxa3+ *(2...bxa3 3.Rh3#)* 3.bxa3 f3 4.Rxf3 Nd4 5.Rh3#]

1...Kh5 2.Qf7+ Kh6 [2...Kh4 3.Qxh7#] 3.Qxf6+ Kh5 4.Qg5#; 3.Qxh7#

(1.Qc4? Rg8 −+ [or 1...Rxd5 −+])

❷ 1.Na8+ Rxa8 [1...Ka6 2.Rc6#] 2.Rfc7 *Black cannot stop R1c6#.*

[Delay mode: 2...Bc5 3.R1xc5 Rad8 4.R5c6#]

(1.Nd5+? Rxd5! 2.exd5 Bc5 ∓)

❸ 1.Qh7+ Kxh7 [1...Rxh7 2.Rg8#] 2.Rxg7+ Kh8 3.Rg8+ Kh7 4.R1g7#

(1.Rxg7? Rb2+! 2.Kxb2 Qc2+ 3.Ka1 [or 3.Ka3] 3...Qxa2# 2.Ka1 Rxa2+ 3.Kb1 Qc2#)

(1.Qa8+? Bc8 −+)

❹ 1.Qxh7+

1...Qxh7 2.Bxh7+ Kxh7 3.Rxd8

1...Kxh7 2.Bxg6+ Kxg6 3.Rxd8

1...Kf8 2.Qh8+

2...Ke7 3.Qxd8+ Kxd8 4.Bxg6+

2...Qg8 3.Qxg8+ Kxg8 4.Bh7+ Kxh7 5.Rxd8

X-ray protection.

(1.Bxg6? Rxd1+ 2.Kh2 Rh1#)

(1.Qxg6+? hxg6 =)

❺ 1.Qxc8+

1...Rxc8 2.Ra6+ Kf7 3.Rxh6

1...Kf7 2.Qd7+ [2.Qxf5+ +−] 2...Ne7 3.Ra7

X-ray attack.

(1.Rfe1? [or 1.Ra7?] 1...Nf4+ −+)

❻ 1.Qg7+

1...Kxh4 2.Qxh6+ Kg4 3.h3+ Kf5 4.Qh7+ Ke5 5.Qxc2

1...Kf5 2.Qh7+ Ke6 3.Qxc2

1...Qg6 2.Rg4+ Kxg4 3.Qxg6+

❼ 1.Kb2

Walking into a discovered check is the only path to victory. Good-bye, queenie!

1...Bxg2+ 2.Nxb8 Bxh1 3.Nxa6 ±

(1.Kc2? Be4+ 2.Kd1 Rb1+ 3.Ke2 Rxh1 −+)

(1.Kb1? Be4+ 2.Ka1 Bd2! forces a mate. 3.Qe1 [3.Be1 Rb1#] 3...Bxc3+ 4.Qxc3 Rb1#)

(1.Kd1? Bf3+! 2.gxf3 [2.Ke1 Rb1+ 3.Kf2 Rxh1 4.Nxe5+ Ke8 5.Nxf3 Ra1 −+] 2...Rb1+ 3.Ke2 Rxh1 4.Nxe5+ Ke8 5.Bg3 Rxh5 −+)

❽ 1.Rxc6+ Kxc6 2.f5 +−

The black rook is sealed in a tomb! It's just as if white were up a knight (not down the exchange). See the lines below if you are interested in playing out the endgame.

(1.f5? Bxe4 −+)

(1.Kf3? Ra5! [1...f5 2.Rxc6+ Kxc6 3.e5 ∞] 2.Rc4 [2.Ra1 f5 −+] 2...f5 3.Rxd4+ Ke7 −+)

(1.Nf2 Ra5 [1...Rc5 ∓] 2.Ra1 f5!? ∓)

(1.e5+ fxe5 2.fxe5+ [2.Nxe5 Be8 ∓] 2...Kd7 ∓)

(1.Rc4 Ra5! [1...Bxe4?! 2.Rxd4+ Bd5 looks fine for black, but white has the clever 3.g4! Rxh4 4.Nb4 Rxg4 5.Rxd5+ Kc7 ±] 2.Rxd4+ Kc7 =)

The ending after **1.Rxc6+ Kxc6 2.f5** is not easy. Black has an extra pawn and will get a second one at some point by sacking the rook. The white king and knight must work together carefully to deal with the black passed pawns. Are you ready for some long but instructive lines?

2...Kb5 *(2...Kd6 3.Kf3 b5 4.Kg4 +−)* **3.Nf4** *(3.Nb2 ±)*

A 3...Ka4 4.Nxh5 Kxa3 5.Nxf6 Kb4!?

(5...b5 6.e5 b4 7.e6 fxe6 8.fxe6 b3 9.Ne4! b2 10.Nd2 +−) 6.e5 Kc5 7.Ng8 Kd5 8.e6 fxe6 9.f6! Kd6 10.f7 +−

B 3...Rxf5 4.exf5 Ka4 5.Nd5! Kxa3 *(5...h5 6.g4! hxg4 7.h5)* 6.g4! b5 7.Nxf6 Kb2 *(7...b4 8.g5 hxg5 9.hxg5 b3 10.Ne4 b2 11.Nd2 +−)* 8.Kd3 a5 9.g5 hxg5 10.hxg5 a4 11.Nd5 Kb3 *(11...a3 12.Nb4 a2 13.Nxa2 Kxa2 14.g6 +−)* 12.g6 fxg6 13.fxg6 a3 14.Ne3! dxe3 *(14...a2 15.Nc2)* 15.g7 a2 16.g8Q+ Kb2 *(16...Ka3 17.Qg7 +−)* 17.Qg2+ Kb1 18.Qc2+ Ka1 19.Qc1#

C 3...Rxh4 4.gxh4

C1 4...Ka4 5.Nd5 Kxa3 6.Nxf6 b5 7.e5 b4 8.e6 fxe6 9.fxe6 b3 10.Ne4 b2 11.Nd2 +−

C2 4...Kc4 5.Nd5

C2a 5...b5 6.Nxf6 a5 7.Nd5 b4 8.axb4 axb4 9.Nf4 b3 10.Nd3 Kb5 *(10...Kc3 11.e5 +−)* 11.Nb2 +−

C2b 5...d3+ 6.Ke3 b5 7.Nxf6 a5 *(7...d2 8.Kxd2 Kd4 9.Ng4 Kxe4 10.Nxh6 or 7...Kc3 8.e5 d2 9.Ne4+ +−)* 8.e5 b4 9.axb4 a4 *(9...axb4 10.e6 fxe6 11.fxe6 b3 12.Ne4 +−)* 10.e6 fxe6 11.fxe6 a3 12.e7 a2 13.e8=Q a1=Q 14.Qc6+ Kxb4 15.Nd5+ Kb3 *(15...Ka3 16.Qa6+ Kb2 17.Qxa1+ Kxa1 18.Kxd3 +−)* 16.Qb5+ Kc2 17.Qxd3+ Kb2 18.Qc3+ Kb1 19.Qxa1+ Kxa1 +−

Congratulations if you played through all this!!

❾ 1.Kb3
Developing the king to c4 before doing anything else. The main danger for white in this position is that the white bishop is the *wrong colour* for the a-pawn. In some lines, black draws with a bishop sacrifice. See exercises #45, #57.
Other moves, like *1.b3* and *1.Bf4*, do not throw away the win, but they are not as logical as *1.Kb3.*
(*1.b4? axb4 2.cxb4 Bxb4! 3.Bxb4 Kb7* =)
(*1.c4?! Bb6! ∞ A hard position for white to win if the black king stays on c6.*)

❿ 4
white: Ke2 Kc4 Ke6 Kg4 black: Ke4
white: Kf2 Kc3 Kd6 Kg5 black: Ke4

Best Move Contest #67 (*page 96*)

❶ 1.Rh8+ Kxh8 2.Rh3+ Kg8 3.Rh8+ Kxh8 4.Qh1+ Kg8 5.Qh7#
[The boring way to delay: 4...Qh2 5.Qxh2+ Bh4 6.Qxh4+ Rh5 7.Qxh5+ Kg8 8.Qh7#]
(*1.Rfh3? Rxb3+! 2.cxb3* [*2.Ka2 Qxc2#*] *2...Qb2#*)
(*1.Rxf6? Rxb3+! 2.cxb3 Qd3+ 3.Kb2 Qd2+ 4.Ka3 Qa5+ perp*)

❷ 1.Bxf7+
1...Rxf7 2.Qxf7+ Kh8 3.Rxh6+ Bxh6 4.Qh7#
1...Kh8 2.Rxh6+ Bxh6 3.g7+
3...Kxg7 4.Qg6+ Kh8 5.Qxh6#
3...Bxg7 4.Qh5+ Bh6 5.Qxh6#
(*1.gxf7+? Kh8 −+ 2.Be4 c2+!*
3.Bxc2 Qxc2+ 4.Qxc2 Rxc2 5.Kxc2 −+
3.Ka1 [*or 3.Kc1*] *3...Bxb2+ 4.Kxb2 c1=Q+*
5.Rxc1 Qb4+ 6.Ka1 Rxc1+ 7.Bb1 Qc3#)

❸ 1.Nf5
1...exf5 2.Qh2+ Kg8 [2...Nh7 3.Qxh7#]
3.Qg3+ Kh8 [3...Ng6 4.Qxg6+] 4.Qg7#
1...Nxd7 2.Qh2+ Kg8 3.Qg3+ Kf7 [or 3...Kh8]
4.Qg7#
1...Ra7 2.Qh2+ Kg8 3.Qg3+ Kh8 4.Qg7#
1...e5 [or 1...axb2] 2.Rh7+ Nxh7 3.Qg7#
(*1.Rd1? axb2! −+* [*1...Ra7 −+*])
(*1.Qf4?* [*or 1.Nh5?*] *1...Nxd7 −+*)

❹ 1.Rxd7 Rxd7 2.Nc5
2...Rc7 3.Ne6+ fxe6 4.Rxc7
2...Bc6 [or 2...Bc8] 3.Nxd7 Bxd7 4.Rc7
2...Rd2+ [2...Rd4 3.Nxb7] 3.Ke1 Rb2 4.Nxb7
Forcing moves lead to a *discovered attack.*

❺ 1.Rb6
1...Rxa4 2.Rxb8+ Qd8 3.Rxd8#
1...Qxa4 2.Rxb8+ Qe8 3.Rxe8#
1...axb6 [or 1...Rxb6] 2.Qxd7
1...Qe8 [or 1...Qd8 or 1...Qc8] 2.Rxb8 Qxb8
[2...Rxa4 3.Rxe8#] 3.Qxf4
1...Rd8 2.Qxd7 Rxd7 3.Rb8+ Rd8 4.Rxd8#
(*1.Qxf4? Qxc6 −+*)
(*1.Ne5? Rxa4 2.Nxd7 Rb1+ 3.Kh2 Rxa3 4.Rxc7 f6 −+*)

❻ 1.Nxf7
1...Kxf7 2.Bxg6+ hxg6 [2...Kxg6] 3.Qxd8
1...Qb6 2.Nxh8 [2...Nc6? 3.Nxg6 hxg6 4.Bxg6#]
(*1.Bxb5+? axb5 2.Qxd8+ Kxd8 3.Nxf7+ Ke8 4.Nxh8 Bc6 =* [*5.Be3 Nbd7 6.a3 Bg7 7.Nxg6* (7.Rad1 Bxh8 ∓) *7...hxg6 = White has R + 2 p for B + N* (*"7 to 6"*) *but the black minor pieces will be active in the middlegame.*])

❼ 1.Qxf7+ Bxf7 [1...Kh8 2.Qxg8+ Kxg8 3.Rxe3 +−]
[1...Rg7 2.Qxg7+ Kxg7 3.Rxe3 +−]
2.Rxf7+ Kg6 [2...Rg7 3.Rxg7+ Kxg7 4.Rxe3 +−]
3.Rf6+ Kh5 4.Rxe3 Rgxg2+ 5.Kh3! +−
[5.Kh1? Rh2+ 6.Kg1 Rcg2+ 7.Kf1 Rxa2 8.Kg1 Rag2+ 8.Kf1 Ra2 = repetition]
(*1.Rg1? Qf4+!* [*or 1...Qf2 −+*] *2.Kh1 Rcxg2 3.Rxg2 Qf1+ 4.Kh2* [*4.Rh1 Qxg1#*] *4...Rxg2#*)
(*1.Rxf7+? Kh8! 2.Rxe3* [*2.Qf3 Qxf3 3.Rbxf3 Rcxg2+ 4.Kh1 Rg1+ 5.Kh2 R8g2#*] *2...Rcxg2+ 3.Kh1 Rg1+ 4.Kh2 R8g2#*)
(*1.Qf3? Qxf3 2.Rbxf3 Rgxg2+ 3.Kh1 Rh2+ 4.Kg1 Rcg2#*)
(*1.Kh1!? Qd2! 2.Qf3 Rxg2 −+*)

❽ 1.Na4 ±
White stops black from pushing *...c5* and trading off the weak backward pawn. The pawn at c6 is a great target for the white rooks, and the square in front of the pawn (*c5*) is a perfect *outpost* for the white knight. *The opponent's weaknesses should be the focus of our plan.*
(*1.Rac1? c5! 2.dxc5 Bxc5* =)

❾ 1.Kf5
White goes the long way around! 1...Kc3 2.Ke4 Kb2 3.Kd3 Kxa2 4.Kc2 Ka1 5.Kc1 =
See exercises #49, #58.
(*1.Kd6? Kc3 2.Kc5 Kb2 3.Kb4 Kxa2* −+)

❿ 31
all the light squares except a8

Best Move Contest #68 (*page 97*)

❶ 1.Qg7+ Kxg7 2.Rfxf7+
2...Kh6 3.Rxh7#
2...Kh8 3.Rxh7+ Kg8 4.Rcg7#
2...Kg8 3.Rg7+ Kh8 4.Rxh7+ Kg8 5.Rcg7#
(*1.Rfxf7?* [*or 1.Rcxf7?*] *1...Rxg2+ 2.Kh1 Rf2+ 3.Kg1 Qf1#*)

❷ 1.Rf7+ Kxf7 [1...Ke8 (*or 1...Kd8*) 2.Qd7#]
2.Qd7+
2...Kf8 3.Rf2+ Qf3 4.Rxf3#
2...Be7 3.Rf2+ Kg7 4.Qf3 Rxf3+ 5.Qxe7#
2...Kf6 3.Rf2+
3...Qf3 4.Rxf3+ Kg5 5.Qg4#
3...Kg5 4.Rf5+! gxf5 5.Qxf5#
White deeks their way into the black position and out of a desperate situation.

❸ 1.Qf8+ Kxf8 [1...Kg6 2.Qh6#] 2.Bh6+ Kg8 3.Re8#
(*1.Rc7? Qxh3+* [*1...Qg6* −+] *2.gxh3* [*2.Kg1 Qxg2#*] *2...Rh2+ 3.Kg1 Rag2#*)
(*1.Bc5? Qxh3+* [*1...Rxg2* −+] *2.gxh3 Rh2+ 3.Kg1 Rag2#*)
(*1.Bh6+? Kxh6 2.Qf8+ Kh5 3.g4+* [*3.Qxf7+ Qg6* −+] *3...Kg5 4.gxf5* [*4.Qg7+ Qg6* −+] *4...Rh2+ 5.Kg1 Rag2#*)

❹ 1.Qxb7 Rxb7 [1...h6 2.Qe4] 2.Re8+ Rxe8 3.Rxe8#
(*1.Qxb8? Qxg2#* [*1...Rxb8? 2.Re8+ Rxe8 3.Rxe8#*])
Back rank fun.

❺ 1.Qg4+ Kb8 [1...Rd7? 2.Re8#] [1...f5 2.Qxf5+] 2.Qd7!
2...Rc8 3.Re8 Rxe8 [3...a6 4.Qxc8+] 4.Qxe8#
2...Qf6 3.Re8!
2...Rxd7 3.Re8+ Rd8 4.Rxd8#
2...Qd4 3.Qxd4 Rxd4 4.Re8+
(*1.Qxf7? Qf6* ∓) (*1.Re7? Qb6* = [*or 1...c6* =])

❻ 1.Qd3
1...Qxd3 2.Ra8+ Rc8 3.Rxc8+ Qd8 4.Rxd8#
1...Qc8 2.Qxc2 Qxc2 3.Ra8+ Qc8 4.Rxc8#
1...Qc7 2.Ra8+! [2.Qxc2 +−] 2...Qc8
3.Qd8+ Qxd8 4.Rxd8#
1...Rc7 2.Qxd7 Rxd7 3.Ra8+ Rd8 4.Rxd8#
(*1.Ra8+? Rc8* ∓ [*2.Qb8? Qd1#*])
(*1.Qb8+? Qc8!* [*1...Rc8 2.Qxb4* =]
2.Qxc8+ [*2.Qxb4? Rc1+* −+] 2...*Rxc8* ∓
2.Qf4 b3 3.Rf1 [*or 3.h3*] *3...b2* −+)

❼ 1.Qg6
Snatching victory from the jaws of defeat! Unforking method #8. *Move away with a mate threat*. (The earlier "unforks" are on sheets #1, #8, #11, #21, #31, #41, #61.)
1...Nf5 [1...Nxf1 (*or 2...Nxc4*) 2.Qxg7#]
2.Bxf7+! [or 2.Qxf7+ Kh8 (*or 2...Kh7*) 3.Qxd7 +−]
2...Kf8 [2...Kh8 3.Bxg7+ Nxg7 4.Qxh6#]
3.Bd5!
3...Be8 4.Bxg7+ Ke7 5.Bf6+ Kd7
[6...Kf8 7.Qg8#] 6.Qxf5#
3...Ke7 4.Re1+
4...Kf8 5.Qf7#
4...Be6 5.Qxe6+ Kf8 6.Qxf5#
4...Ne3 5.Qxg7+ Kd8 6.Bf6+ Kc8
7.Qf8+ Be8 8.Qxe8#
4...Kd8 5.Bf6+!
5...Kc8 6.Re8+ Bxe8 7.Qxe8#
5...gxf6 6.Qg8+ Be8 7.Qxe8#
5...Ne7 6.Qxg7 c6 7.Bxe7+ Kc7
[7...Kc8 8.Re8+!] 8.Bxd6+! Kxd6
9.Qe5+ Kc5 10.Bg8#
(*1.Qd3? Nxc4!* [*1...Bf5!?* −+] [*1...Nxf1? 2.Qg6!* +−]
2.Qxc4 Bb5 Switching from fork to skewer!
3.Qd5 [*3.Bd4 Bxc4 4.Bxb6 Bxf1* −+] *3...Bxf1* −+)
(*1.Qe2? Nxf1* [*1...Nxc4! −+ as above is best.*]
2.Qxf1 −+ [*2.Qe4!? d5!*])
(*1.Qe4? Nxc4!* −+) (*1.Qf2? Nxc4* −+)

❽ 1.Rh1
A roundabout rook maneuvre nets a pawn.
1...Rg7 [or 1...Rh8] 2.Rh5 +−
1...Rc8!? 2.Rxh7+ Kf6 [2...Kd6 3.Rh2] 3.Rh6+
3...Kf5? 4.Kf3 Rg8 [4...Rc2 5.g4#]
5.g4+ Rxg4 6.Rh5+ Kg6 7.Kxg4 +−
3...Kf7 4.Rh2 Rc2+ 5.Kg1 Rc1+ 6.Kg2 +−
(*1.Rc1 Kd6* ±) (*1.Re1 Rc8* =)
(*1.Kf3 Rc8* = [*2.Rh1 Rc2! 3.Rxh7+ Kd6* =])

❾ 1.Rd1
As Grandmaster Tarrasch famously said, "Rooks belong behind passed pawns."
Black must give up a piece.
1...Bc6 2.d7 Bxd7 3.Rxd7 +–
1...Ra3 2.d7 Ra8 3.d8=Q Rxd8 4.Rxd8 +–
1...Rd3 2.Rxd3 cxd3 3.d7 +–
(*1.d7? Rd3* = [*2.Rc5 Rxd7 3.Rxc4 f5* =])
(*1.Rd5? Bxd5 2.d7 Rh3!* –+
[*3.d8=Q Rh1# or 3.Kf1 Bf3! or 3.f3 Bxf3!*]
(*1.Rxe4+!? Kxe4 2.Rd5! A cool idea that wins material but probably not the game. 2...Kxd5 3.d7 f5 4.d8=Q+ Ke4* ∞
After ...Rf3, black has excellent chances to draw, even if white wins the c-pawn.)

❿ 5
when one check is by a knight

THE LIVING CANNONBALL

Best Move Contest #69 (*page 98*)

❶ 1.Rxg6+
1...fxg6 2.Qxg6+ Kh8 3.Rf8#
1...Kh8 2.Rh6+ Kg8 [or 2...Kg7] 3.Qh7+ Kf8
4.Qxf7# [or 4.Qh8#]
1...Kh7 2.Rxf7+ Kh8 3.Rh6+ [3.Rg8+!?]
3...Kg8 4.Qh7#
1...Kf8 2.Rxf7+ [2.Qf5? Qe4+ 3.Kg1 Qxf5 =]
2...Kxf7 [2...Ke8 3.Rg8+ Kxf7 4.Qg6#]
3.Qf5+ Ke8 [3...Qf6 4.Qxf6+ Ke8 5.Qe7#]
4.Rg8#
Blast-o-rama!
(*1.Qf5? Qxg3+! 2.Kxg3 gxf5* –+)

❷ 1.Rg3
1...Nd4 2.Qxg7#
1...g6 2.Rxg6+ fxg6 [2...Kh7 3.Rh3#]
3.Qxg6+ Kh8 4.Rh3+ Qh4
[4...Qh7 5.Qxh7#] 5.Rxh4#
1...Qxf6 2.Qxf6 g6 3.Rh3 [Δ 4.Rh8#]
[3.Rxg6+ fxg6 4.Qxg6+ Kh8 5.Qh6+ Kg8
6.Bc4+ Rf7 7.Qg6+ Kh8 8.Qxf7 +–
wins but there is no quick mate.]
(*1.Qh5? Qxf6 2.Rxf6 gxf6 3.Qg4+* =)

❸ 1.Bxh7+
1...Kh8 2.Qh5
2...f6 3.Bg6+ Kg8 4.Qh7#
2...Rfe8 3.Bb1+ Kg8 4.Qh7+ Kf8 5.Qxg7#
1...Kxh7 2.Qh5+ Kg8 3.Bxg7!
3...Rfe8 4.Qh8#
3...f6
4.Re7! [Δ 5.Qh8#]
4.Qh8+ Kf7 5.Bxf8 Kg6 [5...Rxf8 6.Qh7#]
6.Qh6+ Kf5 [6...Kf7 7.Qg7#]
7.Qh5+ Kf4 8.g3# [or 8.Bh6#]
3...Kxg7 4.Qg5+
4...Kh8 5.Qh6+ [or 5.Re3] 5...Kg8
6.Re3 f6 7.Qg6+ Kh8 8.Rh3#
4...Kh7 5.Re3 Bd7 [5...Rg8 6.Rh3#]
6.Rg3! [6.Qh4+? Kg6 7.Rg3+ Bg4!
8.Qxg4+ Kf6! 9.Re3! Qc7 =]
6...Bg4 [6...Rg8 7.Qh5#][6...Qb6 7.Qg7#]
7.Rxg4 Rg8 8.Rh4#
The *classic double bishop sacrifice!*
(*1.Bxg7? Nxd3* –+)
(*1.Qg4? d4!* [*1...g6 2.Bxg6 hxg6 3.Re6! Be8!* =]
2.Bxd4 g6 –+)

When the conditions are right, this combo works great! But watch out for hidden defences. Let's play the old switcharoo:

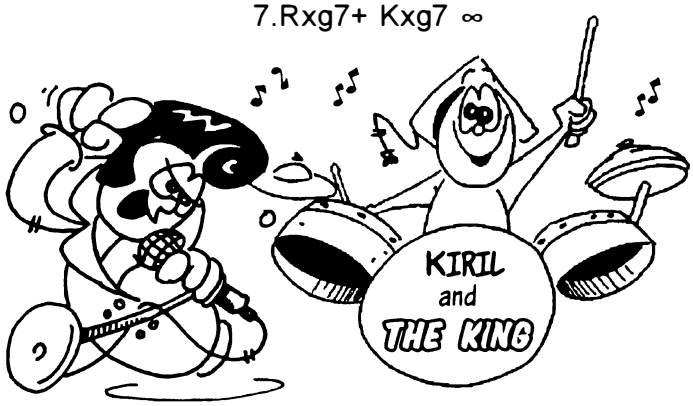
3b. In the diagram, put a white pawn on c2 and the black queen on c5 [instead of a5]. The 2 B sack doesn't work then because black can give up their queen to stop the *rook lift.* 1.Bxh7+ Kxh7 2.Qh5+ Kg8 3.Bxg7 Kxg7 [3...f6 4.Bh6 +– no quick mate] 4.Qg5+ Kh7 5.Re3? Qxe3! 6.fxe3 f6 7.Qh4+ Kg7 8.Qxb4 –+ *2 R + B for Q + p* [So white should perp. 5.Qh5+ Kg7 6.Qg5+ =]

3c. Now place the black queen on c7. [instead of a5] [no white c-pawn]
Black defends again with a queen sack.
1.Bxh7+ Kxh7 2.Qh5+ Kg8 3.Bxg7 Kxg7!
[3...f6? 4.Qh8+ Kf7 5.Bxf8 +– forces mate.]
4.Qg5+ Kh7 5.Re3 Bd7! 6.Rg3? Qxg3!
7.fxg3 Rfe8 8.Qh4+ Kg6 9.Qxb4 b6 –+
[White can perp with 6.Qh5+ Kg7 7.Qg5+ =]

3d. Put the black queen on b7 [instead of a5] and the white rook on c1 [instead of e1]. [no white c-pawn, no black b-pawn].
Now black has two new ways to defend.
1.Bxh7+ Kxh7 2.Qh5+ Kg8 3.Bxg7?
3...Kxg7 4.Qg5+ Kh8! 5.Rc3?
[5.Qh5+ =] [5.Qf6+ Kg8 6.Rc3 Rfe8! −+]
5...f6! 6.Rh3+ Qh7 7.Rxh7+ Kxh7
8.Qh4+ Kg7 9.Qxb4 Rae8 −+
3...f6! 4.Qh8+ Kf7 5.Bxf8 Rxf8 −+
Declining the second bishop with the move ...*f6* is often the saving idea against the "double bishop sacrifice".
[By the way, white could win by 3.Bf6!
3...gxf6 4.Qg4+! Kh7 5.Rc3 *and Rh3#*
3...Rfe8 4.Qg5 g6 5.Qh6 *and Qg7#*
3...Qe7 4.Bxe7 +− but no quick mate]

3e. Black queen still on b7 [instead of a5] and the white rook back on e1 [instead of c1]. [no white c-pawn, no black b-pawn].
Having the rook on the e-file makes a big difference. Now white wins in all lines:
1.Bxh7+ Kxh7 2.Qh5+ Kg8 3.Bxg7
3...f6 4.Qh8+ Kf7 5.Bxf8 +−
3...Kxg7 4.Qg5+
4...Kh7 5.Re3 Bd7 6.Rg3 +−
4...Kh8 5.Qf6+! Kg8 6.Re3 Rfe8
7.Qg5+ Kf8 8.Qh6+! Kg8 9.Rg3#

3f. One more please! Black queen on c5, black pawn on b7, white rook on c1, and white pawn on c4. Here black loses with ...*Kxg7* and draws with ...*f6*.
1.Bxh7+ Kxh7 2.Qh5+ Kg8 3.Bxg7
3...Kxg7? 4.Qg5+ Kh7 5.Rc3 +−
3...f5 4.Be5 Rfd8 5.Rc3 +−
3...f6!
4.Qg6 Be8 −+
4.Qh8+ Kf7 5.Bxf8 [5.Qh7 Ke8 −+]
5...Qxf8 −+ [or 5...Rxf8 −+]
4.Bxf8 Qxf8 [4...Kxf8 5.Re1 =]
5.Rc3 Re8 [5...dxc4 =] 6.Rg3+ Qg7
7.Rxg7+ Kxg7 ∞



❹ 1.Qf6
1...Rxd7 [1...Kxh6 2.Rxf7] 2.Qxf8
1...Kg8 2.h7+ Rxh7 [2...Kxh7 3.Rxf7+]
3.Qxf8+ Kxf8 4.Rxh7
1...Bh3+!? 2.Kg1 [2.Kxh3? Qxh6+ 3.Kg2 Rxd7
4.Ng5+ Kg8 5.Qxe6+ Kf8! 6.Nce4! ±]
(*1.Ne5? Rxd7 2.Nxd7 Qd8* ∓)
(*1.Rxf7+? Qxf7 2.Ne5* [*2.Qh4 Kg8* ∓]
2...Qf8 ∓ [*or 2...Qc7* ∓])

❺ 1.Rxf7
1...Rxf7 2.Qe8+
2...Rf8 3.Qxg6+ Kh8 4.Qg7#
2...Kh7 3.Qxf7+ Kh8 4.Qg7#
1...Kxf7 2.Qe7+ Kg8 3.Qg7#
1...Ra8 [or 1...Rd8] 2.Rg7+ Kh8 [2...Kf8 3.Qe7#]
3.Qxh6#
1...Qd8 [or 1.Qb4] 2.Rg7+ Kh8 3.Qxh6#
1...g5 2.Rxf8+ Kxf8 3.Qe7+ Kg8 4.Qg7#
1...Qa1+ 2.Kh2 Qxf6 [The only way to avoid a quick mate.] 3.Rxf6 Rxf6 4.Qxh6
(*1.Qxh6? Qa1+ 2.Kh2 Qxf6* =)
(*1.Qe7? Qa8* = [*1...Qd5? 2.Qxf8+ Kxf8 3.Rc8+*])

❻ 1.Nh6+
1...Kh8 2.Nxf7+ Kg8 3.Nxd8
1...gxh6 2.Bxf6
2...Qd6 [or 2...Qb6] 3.Qg4+ Bg7 4.Qxg7#
2...Qd7 [or 2...Qb6] 3.Qg3+ Bg7 4.Qxg7#
2...Bg7 3.Bxd8

❼ 1.Bb2
1...Qxb2 2.Qxb7 Qxc2 3.d4 =
1...Qxc2!? 2.Qxb7 Qxb2 =
1...Qc7? 2.Qg4 ±
1...Bxf3?! 2.Bxc3 Rfc8! [2...Bb7 3.Bb4 ±]
3.Bb4 Be2 4.Rfc1 ±
(*1.Qxb7? Qxa1* ∓)
(*1.Qg3? Qxa1 2.Bh6?! Qf6* −+)
(*1.Bd2!? Qxa1!* [*1...Qxd2? =* or *1...Bxf3?* ±]
2.Rxa1 [*2.Qxb7 Qxa3* −+] *2...Bxf3 3.gxf3* ∓)

❽ 1.Qxc5
Both queens are attacked, which leads to a typical "desperado chain". 1...Qxd1!? The black queen is a desperado too, but white has the last word. [1...bxc5 2.Rxd7 +−]
2.Qxf8+! [2.Rxd1? bxc5 ±] 2...Kxf8 3.Rxd1+−
(*1.Rxd7 Rxc4* =) (*1.Qe4 Qc7* =)

❾ 1.Qh8+ Kg4 2.Qc8+! Qxc8 3.bxc8=Q+
(*1.Qxb8? Qc1+* [*1...Qxe4? 2.Qh8+ Kg4 3.b8=Q*]
2.Ka2 Qc2+ 3.Ka1 Qc1+ ½-½ perp)
(*1.Nf6+? Kg5 2.Nh7+ Kh5* =)
(*1.Qc5+? Qxc5 2.Nxc5* ∓)

❿ 24
Qa1 Qa2 Qa4 Qa5 Qa7 Qa8 Qb8 Qd8
Qe8 Qg8 Qh8 Qh7 Qh5 Qh4 Qh2 Qh1
Qg1 Qe1 Qd1 Qb1 Qd4 Qd5 Qe4 Qe5

Best Move Contest #70 *(page 99)*

❶ 1.Rf8+ Rxf8 [1...Kh7 2.Qg6#] 2.Qd5+
2...Kh8 3.exf8=Q+ Kh7 4.Qg8#
2...Kh7 3.exf8=N+! [3.exf8=Q? Qe1+ 4.Qf1 Qxf1#] 3...Kh8 4.Neg6#
2...Rf7 [2...Be6 3.Qxe6+] 3.Qxf7+!
[3.e8=Q+? Kh7 4.Qg8+! only move to avoid mate 4...Kxg8 5.Qxf7+ = perp]
3...Kh7 4.Qg6+ Kg8 5.e8=Q#
3...Kh8 4.e8=Q+ Kh7 5.Qeg8#
(*1.Qd5+? Kh7* −+)

❷ 1.Qxh7+ Kxh7 2.f6+
[2.Rh3+? Qh6 (*2...Kg8 3.Rh8#*) 3.f6+ Kg8! 4.Rxh6 Bxd5+ 5.Rg2 Bxg2+ 6.Kxg2 Rxg7+! 7.fxg7 Rxd3 −+]
[2.g8=Q+? Rxg8 3.f6+ (*3.Rh3+? Qh6* −+) 3...Rg6! 4.Bxg6+ (*4.Rh3+? Kg8* −+) 4...Kg8 5.fxe7 Rxe7! 6.Bf5+! Kf8 7.Rg8+ Kf7
8.R8g7+ Kf6 9.R7g6+ Kxf5 10.Rxd6 e4 ∓
8.R1g7+ Kf6 9.Rg6+ Kxf5 10.Rxd6 c4 ∓]
2...Kg8 3.Bh7+ Kxh7 4.Rh3+ Kg8 5.Rh8#
2...Kh6 3.Rh3#
2...e4 3.Rh3+ Kg8 4.Rh8#
2...Ng6 3.Bxg6+ [3.g8=Q+? Kxg8 4.Rxg6+ ±]
3...Kg8 4.Bh7+ Kxh7 5.Rh3+ Kg8 6.Rh8#
3...Kh6 4.Rh3#
(*1.f6? Qxd5+* [*1...Bxd5+* −+] *2.R1g2 Qxg2+* [*2...Qxd3 3.Rxd3 Rxd3* −+] *3.Rxg2 Rxd3* −+)
(*1.Rh3? Qxd5+* −+)

❸ 1.Qxh6
1...gxh6 2.gxh6+
2...Kf8 3.Rg8+! [3.h7? Bg5 4.h8=Q+ Ke7 −+]
3...Kxg8 4.h7+ Kf8 5.h8=Q#
2...Bg5 3.Rxg5+ Kf8 4.Bd6+ Ke8 5.Rg8#
2...Qg4 3.h7+ Kf8 4.h8=Q+ Qg8 5.Rxg8#
1...Nxd3 2.Qxg7#
1...f6 2.Qh7+ [2.gxf6 Bxf6 3.Rxg7+! +−]
2...Kf8 3.Qh8+ Kf7 4.g6#
2...Kf7 3.Bg6+ Kf8 4.Qh8#
1...Bf6 2.Qh7+ Kf8 3.Bd6+ Ke8 4.Qh8#
(*1.gxh6? Qxh4* −+)

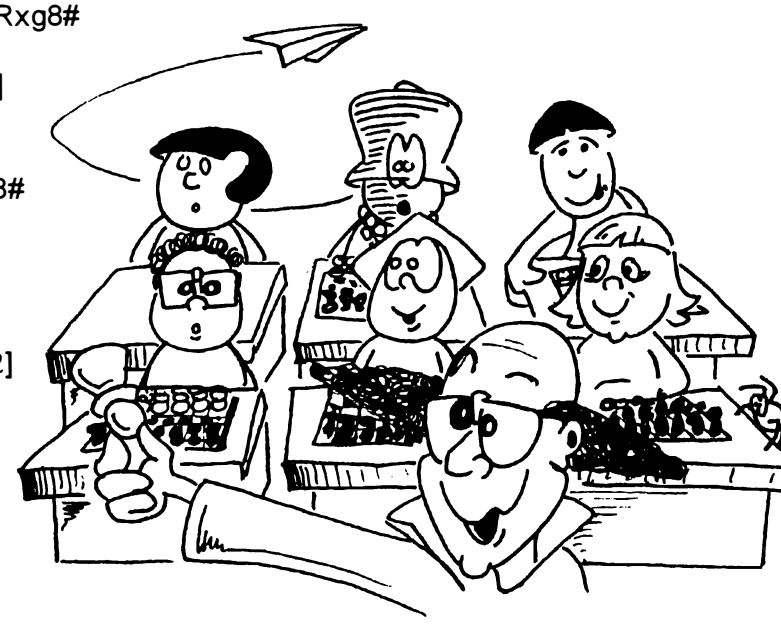
❹ 1.Qg4 Qxg4 [1...Qxf2 2.Qxh5] 2.hxg4
Trapped knight.
2...Nf8 3.gxh5 Rxe5 4.Ng3
2...Nhf4 3.Nexf4 Nxf4 [3...Ng5 4.Re2] 4.Nxf4 Rxe5 5.Rd7
(*1.f4? f5* [*1...Rcd8* ±] *2.exf6 Nxf6* ±
[*3.f5 Ng5! 4.Qxg5? Qxh3#*])
(*1.Nf4? Nxf4 2.Nxf4 Qxf4* −+)

❺ 1.Nc8 *Trapped queen.*
1...Bxc8 2.Qd8#
1...Kg8 2.Nxa7 Rxa7 3.Qd6
1...Bxe5 2.Nxa7 Bxa1 3.Qxa1 Kg8 4.Qd4
(*1.Rc1? Qb6* ∓ [*2.Qd2 Bc6 3.Qf4 Qc7*])

❻ 1.Bxb6 axb6 2.f4
"*Good night, knight.*" [2...Qd6 3.fxe5 Bxe5 4.h3 or 2...Nc6 3.dxc6 Qxc6 4.Rc1]

❼ 1.Re2 White deflects the black queen from a5 to set up a perpetual check.
1...Qxe2 [1...Rh8 2.Qxh8 Qxe2 3.Qxd4+ =]
2.Qa4+ Kb8 3.Qd8+ Ka7 4.Qa4+ Kb8 5.Qd8+ Ka7 ½-½
(*1.Qxd4? Qxd4 2.Rxd4 Rxd4* −+)
(*1.Rxh4? Qxb2#*)

❽ 1.Rfd1 Rfd8 2.Nd5
Black has a weak backward pawn at d6, giving white a great outpost for the knight on d5. But if the knight moves in right away, black takes it and white must recapture with a pawn. Then the d-file is closed and the black d-pawn is no longer weak. So white puts a rook on the d-file before moving the knight. That way the rook can recapture on d5, keeping the d-file open and the backward pawn weak.
2...Bxd5 3.Rxd5
3...Rac8? 4.Rcd1 Rc6 5.Rxe5! +−
3...Kf8 4.Rcd1 Ke7 ±
3...Rd7 4.Rcd1 Rad8 5.Kf2 ± [5.c5? f6! =]
2...Rac8? 3.Ne7+ Kf8 4.Nxc8 +−
2...Kf8 3.Nb6! Rab8 4.Rd2 ±
2...b5? 3.Ne7+ Kf8 4.Nc6 Rd7 5.c5
5...dxc5 6.Rxd7 Bxd7 7.Nxe5 Rd8 8.Rxc5 ±
5...Rc8 6.cxd6 Ke8 7.Kf2 ±
(*1.Nd5? Bxd5 2.cxd5* [*or 2.exd5*] *2...Rac8* =)
(*1.Rcd1?! is less good because the rook is already well placed at c1 and the rook on f1 needs to find some work.*)



DR. CHECKLE teaches the pawns how to move.

❾ 1.Kd2
White wins by taking the *distant opposition*. The opposition occurs when kings are on the same line with an odd number of empty squares between them (1, 3, or 5). With the opposition, a king can force his way past the opposing king (or stop the other king from getting by him).
1...Kd7 2.Kd3!
As the kings approach each other, white maintains the opposition. Here there are three squares between the kings.
2...Kd6 3.Kd4!
Now white takes the *direct opposition* (one square between).
3...Ke6 4.Ke4! [4.Kc5? Ke5 5.Kb5 Kf4 =]
4...Kf6 [4...Kd6 5.Kf5 Kc5 6.Kxg5 +−]
5.Kd5 White outflanks to win the g-pawn.
5...Kg6 6.Ke6 Kg7 7.Kf5 Kh6 8.Kf6 Kh7 9.Kxg5 Kg7 10.Kf5 Kf7 [10...Kh6 11.Kf6!]
11.Ke5! White must sacrifice the g-pawn *on g4* in order to have enough time to promote the a-pawn.
[11.g5? Kg7 12.Ke5 Kg6 13.Kd5 Kxg5 14.Kc5 Kf6 15.Kb5 Ke6 16.Kxa5 Kd7 17.Kb6 Kc8 =]
11...Kg6 12.Kd5 Kg5 13.Kc5 Kxg4 14.Kb5 Kf5 15.Kxa5 Ke6 16.Kb6 Kd7 17.Kb7 +−
Other first moves by black lead to similar conclusions:
1...Ke7 2.Ke3 [2.Kd3? Kd7 =] 2...Kd6 3.Kd4 +−
1...Kc7 2.Kc3 Kc6 3.Kc4 Kb6 4.Kd5 Kb7 5.Kc5 Ka6 6.Kc6 Ka7 7.Kb5 +−
1...Ke8 2.Kc3! The white king advances two files away from the black king so that black cannot take the opposition. [2.Ke3? Ke7 =]
2...Kd7 [2...Ke7 3.Kc4 +−] 3.Kd3! +−
1...Kc8 2.Ke3! Kd7 3.Kd3! +−
See exercises #22, #31, #49, #58.
(*1.Kd3? Kd7 2.Kd4 Kd6 = Black has the opposition, but white's king is far enough advanced to hold the draw. 3.Ke4 Ke6 4.Kd4 Kd6* =)
(*1.Kc3? Kc7 = same as 1.Kd3*)
(*1.Kd1?? Kd7!* −+)

❿ 18

Ng1-h3-g5-f7-d6	Ng1-f3-d4-b5-d6
Ng1-h3-g5-e4-d6	Ng1-f3-e5-f7-d6
Ng1-h3-f2-e4-d6	Ng1-f3-e5-c4-d6
Ng1-f3-g5-f7-d6	Ng1-e2-c3-e4-d6
Ng1-f3-g5-e4-d6	Ng1-e2-c3-b5-d6
Ng1-f3-h4-f5-d6	Ng1-e2-g3-e4-d6
Ng1-f3-d2-e4-d6	Ng1-e2-g3-f5-d6
Ng1-f3-d2-c4-d6	Ng1-e2-d4-f5-d6
Ng1-f3-d4-f5-d6	Ng1-e2-d4-b5-d6

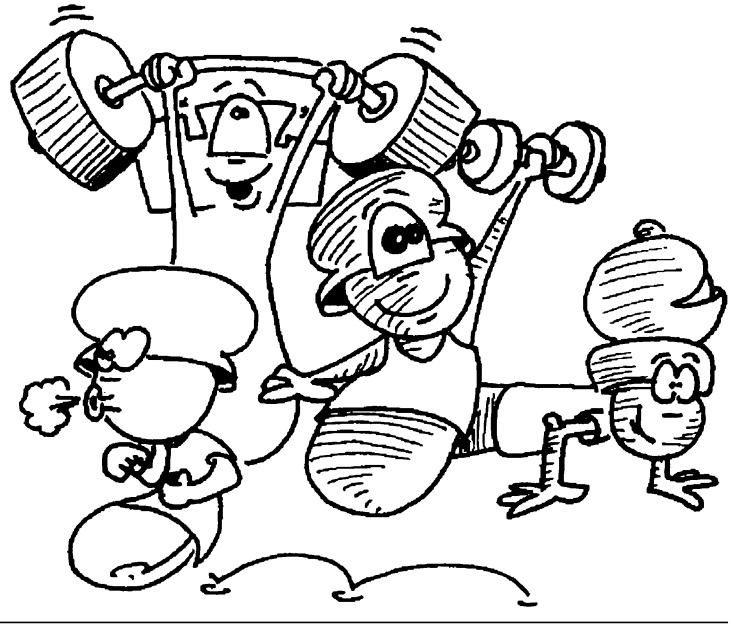
Best Move Contest #71 (*page 100*)

❶ 1.Rg7+
1...Nxg7 2.Qf7+ Kh8 3.Qf8+ Rxf8 4.Rxf8#
1...Kh8 2.Rxh7+ Kg8 3.Qf7#
(*1.Rxh7? Rxg2+ 2.Kxg2 Rc2+* −+)
(*1.Qd5? Rxg2+ 2.Kxg2 Qg3+* [*2...Rc2+? 3.R7f2+* +−] *3.Kh1 Qxh3+ 4.Kg1 Qg3+* =)

❷ 1.Re8+
1...Kf7 2.Ba2+ Kf6 [2...Qe6 3.Qxe6#] 3.Qe5#
1...Rxe8 2.Qxe8+ Bf8 3.Ba2+ Kh8 4.Qxf8#
1...Bf8 2.Ba2+ Kh8 [2...Rc4 3.Qxc4+ or 2...Qe6 3.Qxe6+]
3.Qc4!
3...Rxc4 4.Rxf8#
3...Rxe8 4.Qg8#
[3...Qg2+ or 3...Qe6 postpone the end.]
(*1.Ba2? Qg3+ 2.Kf1 Qh3+* =)

❸ 1.Rc8
1...Rxc8 2.Qd8+ Rxd8 3.Rxd8#
1...Bxd1 [or 1...Rb8 or 1...g6] 2.Qxf8#
1...Qb4 2.Rxf8#
1...h6
2.Nf6+! gxf6 [2...Kh8 3.Rxf8#]
3.Qxf8+ Kh7 4.Qg8#
2.Qxf8+ Kh7
3.Rd6! f6 4.Qg8+ Kg6 5.Rxf6#
3.Qg8+ mates in 6

❹ 1.Qxc5
1...dxc5 2.Rxc7+ Kb8 3.Rxg7+
3...Kc8 4.Rxg6 [4...Bxe4 5.Nxe4 Rxe4 6.Rxf6]
3...Ka8 4.Ra1+ Ba4 5.Rxa4#
1...Bxe4? 2.Qxc7#
1...Kd7? 2.Qxd6+ Kc8 3.Qxc7#
1...Bb7 2.Qb5 [2.Rxb7!?]
(*1.Rxc7+? Kxc7 2.Qxc5 Rxe4!* ∓)
(*1.Rfa1? Nxe4* ∓)



❺ 1.Qg4
1...Qxa1+ 2.Rf1+ Re6 3.Qxe6#
1...Kc8 2.Rf2+ Kb8 3.Rxb2
1...h5 [or 1...Nxc4] 2.Rf7#
1...Ne5 2.Rxe5+ Kc6 [2...Re6 3.Qxe6+] 3.Bb5#

❻ 1.Bf6 Qxh5 2.Rxg7+ Kh8 3.Rxf7+ Kg8 4.Rg7+ Kh8 5.Rxc7+!
White grabs more material before coming back to win the black queen with *Rg5+*. This tactic is called a *mill*. The white rook goes round like a windmill, taking a new piece each time around.

5...Kg8 6.Rg7+ Kh8 7.Rxb7+ Kg8 8.Rg7+ Kh8 9.Rg5+!
[9.Rxa7+? Uh-oh! Too greedy. Now the black rook has the open a-file. 9...Kg8 10.Rg7+ (*10.Rxa8 Kf7* −+) 10...Kh8 11.Rg5+ Kh7 12.Rxh5 Ra1+ 13.Nc1 Rxc1+ 14.Ke2 Kg6 (*14...Rxc2+ 15.Kd3* =) 15.g4 Kxf6 16.Kd2 =]
9...Kh7 10.Rxh5 Kg6 11.Be7!
[11.g4 Kxf6 12.Rxh6+ +− up 3 pawns]
11...Nd7 [11...Kxh5? 12.Nf4#] 12.g4
Up a bishop and 2 pawns!

❼ 1.Qg3
Have a seat! Here's another table turner.
1...Nxa2? 2.Qxg7+ Ke8 3.Qe7# (or 3.Qg8#)
1...g6 2.Qh4 [or 2.Qg5 +−]
2...Nxa2 3.Qe7+ Kg8 4.Qg7#
2...Qe8 3.Qh6+ Kg8 4.Qg7#
2...Qd1+ 3.Kf2 Nd3+ 4.Ke3! +−
2...Rc1+ 3.Kf2 [3.Nxc1±] 3...Nd3+ 4.Kg3 +−
2...Nd5 [best] 3.Qh6+ [or 3.Qxh7]
3...Ke8 [3...Kg8 4.Qg7#]
4.Qxh7 Rc7 [4...Kd8 5.Qh4+! mates.]
5.Rxc7 Nxc7 6.Qxc7 +−
(*1.Rxb4? Qxb4* −+)
(*1.Qb1? Nxa2* −+ [*2.Qxa2 Qd1+ 3.Kf2 Rc2*])
(*1.Rxa3? Nxd3 2.Rxa4 Rxa4* −+)
(*1.Nc3? Nxd3 2.Nxa4 Rc1#*)
(*1.Qf3!? Qd1+* [*1...Nxa2? 2.Qg3!* (2.Qh5!? Qe8 3.Qxh7 Qf7! 4.Rxf7+ Kxf7 5.d5 ∞) *2...g6 3.Qh4* +−]
2.Kf2 Nd3+ 3.Kg3! [*3.Ke3 Nc1!* ∓]
3...Qe1+ 4.Kh3 Nf2+ 5.Kh4 Ne4+ [*5...Ng4* ∞]
6.g3 Kg8 ∞ [*7.Qh5 Kh8!*] *Tricky line.*)

❽ 1.c4 +−
White stops black from unpinning the rook!
1...d5
[1...h5 2.d4 d5 (*2...h4? 3.d5* +−) 3.c5 +−]
2.c5! Keeping the black king off d6. Now the rook on e6 is in an "eternal pin". Black's other rook and king are totally stuck defending him. [2.Kh2? dxc4 ∓]
2...Re7 Black can do nothing but shuffle the unpinned rook between e7 and e8. Meanwhile, the white king will march forward to get in a good position for a pawn ending, and only then take on e6.
3.Kh2 Re8 4.Kg3
4...Re7 5.Kg4 Re8 6.Kh5 Re7 7.d4 Re8 8.Rxe6 Rxe6 9.g4 Ke7 10.Bxe6 Kxe6 11.Kxh6 Kf6 12.Kh5 +−
4...h5 5.h4! g4
[5...gxh4+ 6.Kxh4 Re7 7.Rxe6 Rxe6 8.Kxh5 Ke7 9.Bxe6 Kxe6 10.g4 +−]
6.Kf4 Re7 7.d4 [7.Rxe6 Rxe6 8.Kg5 +−]
7...Re8 8.g3 [or 8.Rxe6 +−] 8...Re7 9.Rxe6 Rxe6 10.Kg5 Ke7 11.Bxe6 Kxe6 12.Kg6!? Ke7 13.Kxh5 Kf6 14.Kxg4 +−
Other first moves let black off the hook.
(*1.Rxe6? Rxe6 2.Kf2 Ke7 3.Bxe6 Kxe6* =)
(*1.Bxe6+? Rxe6 2.Rxe6 Kxe6* =)
(*1.d4? d5! 2.Kh2 Kd6 3.Bxe6 Rxe6* =)
(*1.Kf2? Rf8!* [*1...d5* =] *2.g4 Rxf5+ 3.gxf5 Rxe1 4.Kxe1 Ke7 5.Ke2 Kf6* −+)
(*1.Kh2? d5!*
2.Kg3 Kd6 3.Rxe6+ Rxe6 4.Bxe6 Kxe6 5.Kg4 Kf6 6.Kh5 Kg7 7.d4 Kh7 =
2.c4? dxc4 3.dxc4 Kd6 4.Bxe6 Rxe6 5.Rc1 ∓ [*5.Rxe6? Kxe6 6.Kg3 Ke5 7.Kg4 Kd4 8.Kh5 Kxc4 9.Kxh6 c5 10.Kxg5 Kd3 11.h4 c4 12.h5 c3 13.h6 c2 14.h7 c1=Q+* −+])

❾ 1.Kg2
With the white rook behind the a-pawn, and the black rook stuck defending it from the front, the game is drawn if the white king stays on g2 or h2. This is the only way to avoid the standard promotion tricks. 1...Kb7 2.Ra3 Unless the white rook is checking, it must stay on the a-file. 2...Kb6 3.Ra8 Kb5 4.Kh2 [or 4.Ra7] 4...Kb4 5.Kg2 Kb3 6.Rb8+! Whenever the black king guards the pawn, the rook checks him away. 6...Kc2 7.Ra8! And then it goes back behind the pawn. [7.Kh2? Rh1+ 8.Kxh1 a1=Q+] 7...Kb2 8.Rb8+ = See exercise #26.
(*1.Ke2? Rh1! 2.Rxa2 Rh2+ 3.Kd3 Rxa2* −+)
(*1.Ke3? Re1+ 2.Kd2 a1=Q* −+)
(*1.Rb8+? Ka7 2.Rb2 Rf1+ 3.Kg2 a1=Q* −+)

❿ none
They both have 8 moves on the 16 central squares. A king has more moves than a knight on the other 48 squares!

Best Move Contest #72 (*page 101*)

❶ 1.Rg8+ Bxg8 2.Qe7#
Obstruction ahead!
(*1.Rcg1?* [*or 1.Rxc7?*] *1...Rxb3+!*
2.axb3 Qxb3+ 3.Kc1 Ra1+ 4.Kd2 Qd3#
2.Ka1 Rxa2+ 3.Kxa2 Rb5+ 4.Ka3 Qa2#
(*1.Qh8+? Bg8 2.Rxg8+ Qxg8 3.Qf6+ Qf7 4.Qh8+ Qg8 5.Qf6+* =)

❷ 1.Re6
1...Nxe6 2.Bd3#
1...bxc4 2.Rf6#
1...Rcf8 [or 1...Nd7] 2.Nh6#

❸ 1.b4+ Bxb4 2.Bb6+ axb6 3.Qa8+ Qa7 4.Qxa7#
Double obstruction. Very hard to find, eh?
(*1.Qb3? Ka6 2.Qa4+ Kb7 3.Qxa7+ Kc8* ∓)
(*1.Qc6? Qxe3! 2.Qa4+ Kb6 3.Nd5+ Rxd5 4.fxe3 Rf5+* ∓)

❹ 1.Qxc6 bxc6 2.Nxd6
2...Qd5 3.b7 Qxd6 4.b8=Q+
2...Qd8 3.b7 Qb8 [3...Qxd6 4.b8=Q+]
4.Ra1 Qxd6 [4...Kg7 5.Ra8] 5.Ra8+ Kg7
6.b8=Q
4.Nc4 [planning Na5 and Nxc6]
(*1.Nxd6? Rc1+ 2.Qd1* [*2.Rxc1? Qxc1+ 3.Qf1 Qxf1#*] *2...Rxd1+ 3.Rxd1 Qe3* −+)

❺ 1.a6
1...bxa6 2.Rb8+
[2.c6? Re7! 3.Rb8+ Kg7 4.Rb7 Kf6 =]
2...Kh7 [2...Rg8 3.Rxg8+ Kxg8 4.c6]
3.c6 g5 [3...Rc7 4.Rb7] 4.Rb7 Kg6
5.Rxg7+ Kxg7 6.c7
1...b6 [or 1...b5] 2.cxb6 [2.Rxb6!? +−] 2...axb6
3.Rxb6 Ra7 [3...Kh7 4.Rb7] 4.Rb8+ Kg7
5.Rb7+ Rxb7 6.axb7
1...Rg8 2.axb7 Rb8 3.c6
(*1.c6? bxc6 2.a6 Re7! 3.Rb8+ Kg7* ∓)

❻ 1.Re8+ Rxe8 [1...Kf7 2.Rxd8] 2.Qd5+
2...Kf8 3.Qxc6
2...Qxd5 [or 2...Qe6] 3.dxe8=Q#
2...Re6 3.d8=Q+ Kf7 4.Qh5+! g6 5.Qxh7#
(*1.Re7? Kf8* =)

❼ 1.Bf8+ Rxf8 2.Qb5
The bishop is sacrificed with tempo to clear a path for the queen through b5 to f1. This is the only defence to ...*Qh3* and ...*Qg2#.*
2...Qxd4 3.Nc7 +−
2...Qxb5 3.axb5 Rxa8 4.Rc4 +−
2...Qh3 3.Qf1 Qxf1+ 4.Kxf1 Rxa8 +−
Two sample lines that are good for white:
5.Rc4 Rd8 6.Rec1 h5 7.h4 Kf6
8.Ke1 Ke6 9.Kd2 Rd7 10.Ke3 +−
5.Rc7 Rd8 6.Rxa7 Rxd4 7.a5 bxa5
8.Rxa5 Rd2 9.Ra1! +− [*9.a4? Ra2!* ∞]
Rooks belong behind passed pawns!
(*1.Nc7? Qh3!* −+)
(*1.Qxe4? Rxe4! 2.Re3 Rxe3 3.fxe3 Bxa8* −+)

❽ 1.e5 Nf5 2.d6 ±
White drives a pawn *wedge* into the black position. This gives the white pieces much more freedom than the black ones.
[No help is 1...Nc4 2.d6 Qc6 (*2...Nxd2? 3.dxc7* +−) 3.Qe2 Na5 4.Rad1 ±]
(*1.Rfe1 exd5* = [*1...Qd7 = or 1...e5* ±])
(*1.Rad1 exd5 2.Nxd5* [*2.exd5* =] *2...Qb7!* = [*2...Nxe4? 3.Qd3! Qe5 4.Rfe1* ±])
(*1.Qf4 exd5 2.Nxd5 Qd7 3.Rfd1 Qe6* =)
(*1.dxe6 Nxe4!?* [*1...fxe6* =] *2.exf7+ Qxf7 3.Qc2 Nxc3 4.Qxc3* =)

❾ 1.Kc2 a3 2.Kc1 a2 3.Nc2#
A very sneaky way to win a game!
(*1.Kc1? a3 2.Kc2* [*2.Nd3 a2*] *a2 3.Kc1* ½-½ *White gets a stalemate but no checkmate.*)
(*1.Nc2+? Ka2* =)

❿ all squares
Unless we count the castling option when a king has not moved yet. Then a bishop and a king both have 7 moves on e1 for white (and on e8 for black).

LAP 72

LARRY PAWN LEADS THE PACK

Best Move Contest #73 (*page 102*)

❶ 1.Qxa7+ Kxa7 2.axb6+ Kb7 3.Ra7+ Kc8 [or 3...Kc6] 4.Rxc7#

❷ 1.Qd8+ Kxd8 2.Bg5+
2...Ke8 3.Rd8#
2...Kc7 3.Bd8#

❸ 1.Qg6+ Kd7 [1...Kf8 2.Qf7#] 2.Be6+! [2.Bb7+? Qd6 3.Rxd6+ Kxd6 =]
2...Kxe6 3.Ng5+ Ke5 4.Qe4#
2...Kc6 3.Qe4+ Kc5 [3...Rd5 4.Qxd5#] 4.Qc4#
Double check, double fun!

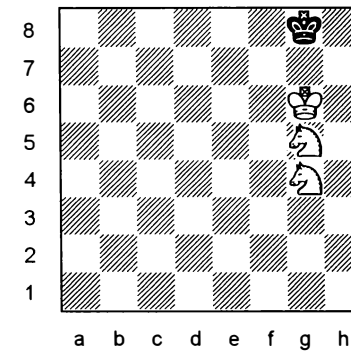
❹ 1.Qe4
1...Bxb3 2.Qxb7
1...Rd8 2.Rc5 Kh8 [or 2...Qb8] 3.Rxd5 [or 3.Bxd5]
(*1.Bc2? g6* =) (*1.Rc5? Bxb3* =)

❺ 1.Re6
1...fxe6 2.Qxg6+ Kh8 3.Bxf6+ Qxf6 4.Qh7#
1...g5 2.Rxf6 Qxf6 [or 2...gxh4] 3.Qh7#
1...Kg7 2.Bxf6+ Qxf6 3.Rxf6 Kxf6 4.Re1
1...Re8 [or 1...Qc7] 2.Rxf6 [or 2.Bxf6]
1...Nb4!? 2.cxb4 Rxc2!? 3.Rxf6 [or 3.Bxf6]
The black f-pawn has a very important job guarding g6. So, despite the way it looks, he is not really defending the e6 square!
(*1.Qf3? Kg7* ± [*1...g5 2.Bf5!* (2.Bg3? Nxd4 3.cxd4 Rxc2 =) *2...Rc7 3.Bg3 Re7* ±])
(*1.Re3? Qd6* ± [*1...g5 2.Bg3 Ne7* ±])

❻ 1.Rxd4
1...exd4 2.Bxd4 Qxd4 [2...Be4 3.Bxf6+] 3.Nxf5+ Kg8 4.Nxd4
1...f4 2.Rxf4! exf4 [2...Qxf4 3.Qxf4] [2...Qe6 3.Re1] 3.Bxf6+ Kxf6 4.Qxf4+
1...Kf7 2.Rd2 [2...f4 3.Qh3]
(*1.Bxd4?*
1...exd4 2.Rxd4! Re4! 3.Rfd1 [*3.Rxe4 fxe4* =]
3...f4 4.Qc3 ± [*4.Qg4? Rxd4 5.Rxd4 Re8* ∓]
1...f4 2.Bxe5! Rxe5 3.Qg4 Rce8 4.Nf3 ±)

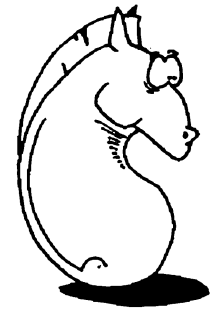
❼ 1.Nxc4
White sacrifices to get rid of all the black pawns, leaving the drawn endgame of king and two knights against king.
1...Nxc4 2.Bxf3 gxf3 3.Kxf3 ½-½
1...f2!? 2.Kxf2 Nxc4 3.Bf3! Nd4 4.Bxg4 ½-½
(*1.Bxf3? c3! 2.Bxg4* [*2.Be4 cxb2* −+] *cxb2* −+)
(*1.Ba6? c3! 2.Na4* [*2.Bxb5 cxb2* −+] *c2* −+)
Checkmate is possible with two knights, but it can never be forced. (It is impossible to make a position with a forced mate in 2.) In example #7b below, after 1.Nf6+, black has two choices: survival after 1...Kf8 = or termination by 1...Kh8? 2.Nf7#.

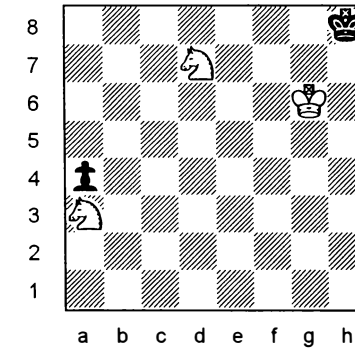
#7b



Surprisingly, the ending with two knights against a pawn is sometimes won! In the next diagram, the black king is trapped in the corner. White can checkmate because moves by the black pawn avoid stalemate.

#7c



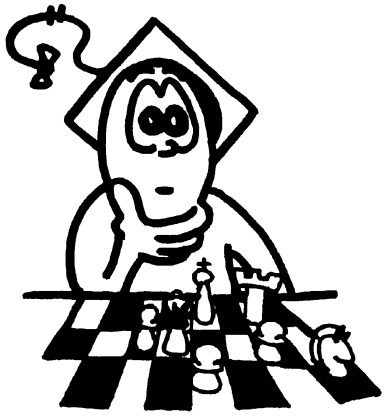


1.Nc4 [1.Nf6? stalemate]
1...a3 2.Nf6 a2 3.Nd6 a1=Q 4.Nf7#
1...Kg8 2.Nd6 a3 [2...Kh8 3.Nf6 +−] 3.Nf5 a2 4.Nh6+ Kh8 5.Nf6 a1=Q 6.Nf7#

❽ 1.Bxh7+ Kxh7 2.Ng5+ Kg8 3.Qh5
This classic bishop sacrifice is known as the *Greek gift*. White forces a quick mate. Besides *Ng5* and *Qh5*, a necessary part of the combination is the white pawn at e5. The attack will not work if black can defend by ...*Nf6* (or ...*Bf5*) at some point.
3...Re8 4.Qxf7+! [4.Qh7+ lets black live a bit longer. 4...Kf8 5.Qh8+ Ke7 6.Qxg7 Ndxe5 +−] 4...Kh8 5.Qh5+ [5.Re3 also mates.] 5...Kg8 6.Qh7+ Kf8 7.Qh8+ Ke7 8.Qxg7#
Black can try other second moves:
2...Kh8 3.Qh5+ Kg8 4.Qh7#
2...Kh6 3.Nxe6+ Kh7 4.Nxd8 +−
2...Kg6!? is often the best defence against the Greek gift. White usually continues then with *Qd3+* or *Qg4*.
3.Qg4 f5 4.Qg3 Qe7 5.Nxe6+ ±
3.Qd3+! f5 [3...Kh6 4.Qh7# or 3...Kh5 4.Qh7+ Kg4 5.h3#] 4.exf6+ Kxf6 5.Rxe6#
If black declines the sacrifice by 1...Kh8, white can play safe with 2.Bd3 +− or boldly with 2.Ng5 g6 3.Qg4! Kg7 [3...Qe7 4.Qh3!] 4.Bxg6 fxg6 5.Nxe6+ +−

❾ 1.Kg2
White advances two files away from the black king so that black cannot get the opposition. With the opposition, black could hold the draw. See exercise #52 for a more detailed explanation of this backward pawn formation. [Dritina 1907]
1...Kf7 2.Kf3 Kf6 3.Kf4 +– [Same as #52.]
1...Kf6 2.Kf2! Opposition. [2.Kf3? Kf5 =]
2...Kf5 3.Kf3 Ke5 4.Ke3 +– [See 2...Ke5]
2...Ke5 3.Ke3
3...Kf5 4.Kd4 Kf6 5.c5 +–
3...Kf6 4.Kd4 Ke7 5.Kc3! +–
1...Kd7 2.Kf3 Kc7 [2...Ke7 3.Kg4! +–]
3.Kf4 Kb6 4.Kf5 Kc5 5.Ke6 +–
(The slower 1.Kg1 also wins.)
(*1.Ke2? Ke8* =) (*1.Ke1? Ke8* =)
(*1.Kf2? Kf6!* = [*or 1...Kf8!?* =])

❿ 18
Bg1 Bg3 Bh2 Bf2 Ba7 Bb6 Bb8 Bc7



Best Move Contest #74 (*page 103*)

❶ 1.Qxd7+
1...Kxd7 2.Re5+ Kd6 [2...Rf5 3.Bxf5+] 3.c5#
1...Rxd7 [1...Kb8 2.Qxd8#] 2.Re8#

❷ 1.Ng4+
1...Qxb5 2.Nf6#
1...Kh4 2.Nf2+ Rg4 3.Qh2#
1...g5 [1...Bc5 2.Qh6#] 2.Qxg5#
(***1.Nd7+? g5!*** ∓ [*2.Nf6+ Kh6! 3.Ng4+ Rxg4 4.Qxf8+ Kh5 5.fxg4+ Rxg4* ∓])

❸ 1.Qf7+ Kxf7 2.Rd8+ Kg6 3.h5#
(***1.Rd8+? Nxd8*** –+) (***1.0-0? Ne5*** ±)

❹ 1.Qd8
1...Rxd8 2.Rxd8#
1...Bd7 2.Rxd7 [Don't fall for 2.Qxd7? Re1+ 3.Kh2 (*3.Rxe1 Qxd7*) 3...Qf4+ 4.g3 Qxf2#]
1...Qe6 [or 1...Qe5 or 1...Qe4] 2.Be7!
2...Bd7 3.Rxd7 [3.Qxd7? Rxe7 =]
2...Qxe7 3.Qxe7 Rxe7 4.Rd8+ Re8
5.Rxe8#
(***1.Qxc6? Qe6*** =) (***1.Qe7? Qe6*** ∓)

❺ 1.Bb8
1...Rxb8 2.Qxb8
2...Qf8 3.Qxf8+ Bxf8 4.d5
2...Rxa2 [or 2...g6] 3.Qxd8+ Bxd8 4.Rb8
1...Qxb8 2.Qxb8+ Rxb8 3.Rxb8+ Bf8
4.Rc1 Rxa2 [or 4...g6] 5.Rcc8
1...Qd5 2.Qxe7
1...Bh4 2.Qxa8 Bxf2+ 3.Kh1 Rxa2 4.Qf3
1...a4 2.Rb5 [or 2.Rbb1] 2...Rxb8 3.Qxb8
(***1.d5?*** [*or 1.Rg3?*] ***1...Rxe5*** –+)
(***1.Qxa8? Qxa8 2.Rb8+ Qxb8 3.Bxb8 Rxa2*** ∓)
(***1.Rc1 Bf8! 2.Rbc3 Qd5!*** ±)

❻ 1.Rc6
1...Bxc6 2.Qxc8#
1...R5xc6 [or 1...R8xc6 or 1...Be6] 2.Qb7#
1...Rb8 [Only move that avoids a quick mate.]
2.Rxc5 Qxe5 [2...bxc5 3.Qxd5+ Rb7 4.Qxb7#]
3.Qxd5+ Qxd5 4.Rxd5
Interference. The white rook plops down at the intersection of two lines of defence. [Rook c5 guards c8, bishop d5 defends b7.]

❼ 1.f5 Bxf5 2.e4
White sacrifices a pawn to break the pin and avoid the loss of a piece.
2...Bxe4 3.fxe4 cxd3 4.Kc1 Kc7 [4...b5 5.a3]
5.Kd2 Kd6 6.Kxd3 ±
2...Be6 3.Nf4 ±
2...cxd3? 3.exf5 Ne7 4.f6 Nd5 5.Kc1 +–
(***1.Kc2? cxd3+ 2.exd3 Bh5*** ∓)
(***1.Kc1 cxd3 2.e4*** ∓ ***See 1.e4 below.***)
(***1.e4 cxd3 2.Kc1 f5! 3.e5 Bf7*** [or *3...Bh5 4.Kd2 Bxf3 5.Kxd3 Bd5* ∓] ***4.b3*** [*4.a3 Bc4* –+]
4...Ne7 5.Kd2 [*5.Be1 Nd5 6.Bg3 Ne3* –+]
5...Nd5 6.Kxd3 Nxf4+ 7.Kd2 ∓ [*After 7.Ke3, black can win by trading off the white bishop. A sample game is: 7...Nd5+ 8.Kd4 Nxc3 9.Kxc3 Kc7 10.f4 Kc6 11.Kd4 Kb5 12.Kc3 Kc5 13.a4 Kd5 14.Kd3 Be8 15.Ke3 Kc5 16.Kd3 Kb4 17.e6* (17.Kd4 Bf7 –+ *or* 17.Kc2 Bf7 –+) *17...Kxb3* (17...Kc5 18.Kc3 Kd6 –+) *18.a5 Kb4 19.Kd4 Kxa5 20.Ke5 b5 21.Kxf5 b4 22.Ke4 b3 23.Kd3 Kb4 24.f5 b2 25.Kc2 Ka3 26.f6 Bg6+ 0-1*])

❽ 1.Rb6
The white rook occupies the "hole" in the black position. This prevents the backward b-pawn from moving and keeps the black rook tied to its defence. In the meanwhile, white will advance the kingside majority and make a passed pawn. Black can only sit and watch. Here is a sample finish: 1...Kd7 2.Ke4 Ke7 [*2...Kc7 3.Rf6 Rf8 4.e6!* +–] 3.g4 Kd7 4.f5 gxf5+ 5.gxf5 Ke7 6.a4 Kd7 [*6...a5 7.Kd5 Rd8+ 8.Kc5 Rd7 9.Rb5* +–] 7.a5 Ke7 8.f6+ Kd7 9.Kf5 Kc7 10.e6 fxe6+ 11.Kxe6 +–
(***1.Ke4*** [*or 1.g4*] ***1...b5*** =) (***1.a4 b5 2.axb5 axb5*** =)

❾ 1.Re1
The white king is cut off along the d-file, but white can still draw because black's pawn is only on its fourth rank. This gives the white rook enough room in front of the pawn for a life-saving "attackathon".
1...Re8 2.Kd3 = See exercises #17, #44.
1...Rc8+ 2.Kd3 =
1...Kf4 2.Rf1+ Ke3 3.Re1+ Kf4 4.Rf1+ Kg3 5.Re1! Kf4 6.Rf1+ Kg5 7.Rg1+ Kf5 8.Rf1+ Ke6 9.Re1! White must keep pressure on the pawn. 9...Rd4+ 10.Kc3
10...Kd5 11.Rh1! = [11...e4? 12.Rh5+!]
10...Kf5 11.Rf1+ Rf4 [11...Kg4 12.Re1] 12.Re1! e4 13.Kd2 =
Compare with exercise #65.
(*1.Rg1+? Kf3! 2.Re1* [*2.Rf1+ Ke2!*] *2...e4* −+
Not enough room for the rook now.)
(*1.Kc3? e4!* −+)

❿ 14 Na1 Nc1 Ne1 Ng1 Nh2 Nh4 Nh6 Nh8

SOME BISHOPS ARE COOLER THAN OTHERS.

Best Move Contest #75 (*page 104*)

❶ 1.Qd5+ Qxd5 [1...Kh8 2.Rf8#] 2.Re8#

❷ 1.Rh8+ Kg6 2.Qxh6+ gxh6 3.Rag8+ Kh5 4.Rg5#
(*1.Qxh6+? Kxh6!* [*1...gxh6? 2.Rh8+* +−]
2.Rh8+ Kg6 −+)

❸ 1.Qd8+
1...Kf7 2.Rd7+ Kg6 3.Qg5#
1...Rxd8 2.Rxd8+ Kf7 3.Rf8+ Kg6 4.Nf4+ Kh6 5.Rf6+ gxf6 [or 5...g6] 6.Bf8#
(*1.Ng5? Qxa3* −+)
(*1.Bb2? R6c7 2.Ng5 Qd5+* [*2...h6? 3.Qd8+* +−]
3.Qxd5 exd5 4.Rxd5 =)

❹ 1.Nf6+
1...Kh8 2.Qxg7+ Kxg7 3.Ne8+ Kf7 [or 3...Kg6] 4.Nxd6+
1...Kf7 2.Qxg7+ [or 2.Nxh7! +− or 2.Rf1 +−]
(*1.Ne7+?* [*or 1.Rf1? or 1.Be4?*] *1...Kh8* =)

❺ 1.Ne6+ Kg8 2.Nc7!
2...Qxc7 3.Qxd5+ cxd5 [3...Nf7 4.Qc5] 4.Rxc7
2...Rad8 3.Nxd5 [3...Rxd5 4.Rfd1]
[3...cxd5 4.Qd4 b6 5.Rfe1]
2...Rdd8 3.Nxa8 [3...Rxa8 4.Rfe1]
(*1.f5? Kg8* = [*1...gxf5 2.Qh4 Rd6* =])

❻ 1.Nf6+ Ke7 [1...Kf8 2.Rd8+ reaches the same position as below after *3.Rd8+*.]
2.Rd7+ Kf8 3.Rd8+ Kg7 [3...Ke7 4.Re8#]
4.Rg8+ Kh6 5.Nxh5!
If you found this move, advance to GO and collect $200!
[5.Rh8+ Kg7 6.Rg8+ only repeats and so does 6.Rh7+ Kf8 7.Rh8+ Kg7 8.Rg8+]
5...gxh5 6.Rxg3
5...Kxh5 [or 5...d2 or 5...Qe3] 6.Rh8#
5...Kh7 6.Nxg3 Kxg8 7.Ne4! a3 8.Nc3

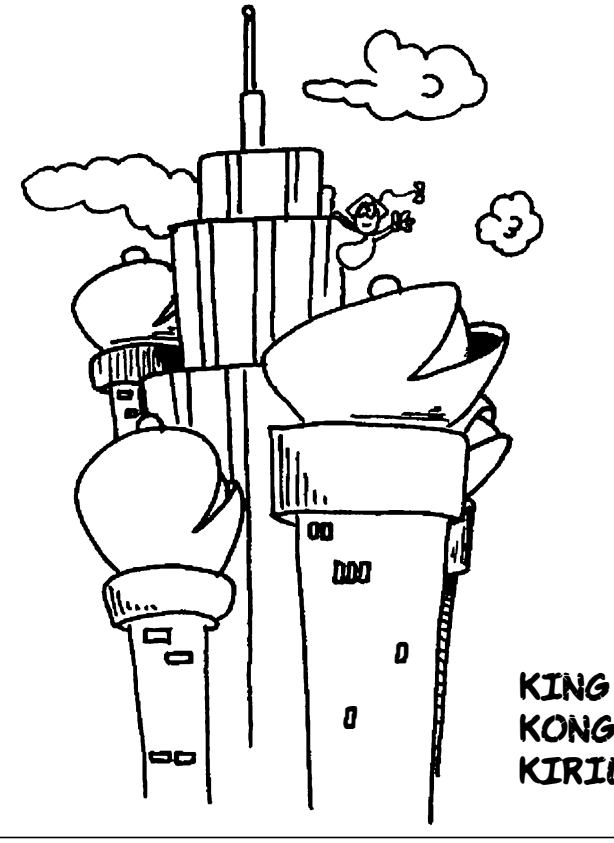
❼ 1.Qf6 An extraordinary stalemate defence!
1...Qxf6 [or 1...Rxf6] ½-½
1...Kh7 2.Qxg7+ Kxg7 [or 2...Rxg7] ½-½
1...Kg8 2.Qxg6 =
1...Rg1 [or 1...Rg2 or 1...Rg3] 2.Qf8+!
2...Qxf8 ½-½
2...Kh7 3.Qxg7 Kxg7 [or 3...Rxg7] ½-½
2...Qg8 3.Qh6+ Qh7 4.Qxh7+ Kxh7 ½-½
1...Rg4!? 2.Qd6 WoW!! Another $200 move.
2...Rg1 3.Qf8+ = [same as 1...Rg1]
2...Re4 [or 2...Rc4 or even 2...Rd4] 3.Qd8+
3...Qg8 4.Qf6+ Qg7 [4...Kh7? 5.Qh6#]
5.Qd8+ repeats
3...Kh7 4.Qg8+ Kxg8 [or 4...Qxg8] ½-½
2...Kg8 3.Qe6+ Kh7 4.Qg8+ =
2...Kh7!? 3.Qe6! = (Δ 4.Qg8+! or 4.Qxg4)
(*1.Qb8+? Qg8!* [*1...Kh7 2.Qh8+* =] *2.Qe5+ Rg7*−+)

❽ 1.Be5
This exercise is about choosing the right minor piece endgame. To win, white must avoid trading the light-squared bishop (h3) for the black knight. That exchange would give bishops of opposite colour, famous for their drawing power.
1...Kf7 [1...b5? 2.Be6! +− with an eternal pin.]
2.Bxf6!
White has the "*advantage of two bishops*". But instead of keeping them, white trades one for the black knight to reach a *good vs. bad bishop* ending. Look at the colour of the squares that the pawns are blocked on.
This is a good example of converting one type of advantage into another. *Our plan should always be flexible*. It is often best to steer the game in a different direction if circumstances change or new opportunites arise. [continued on next page]

[continuing from 1.Be5 Kf7 2.Bxf6]
2...Kxf6 3.Ke3 Ke7
[3...Bb5 4.Kd4 Ke7 5.f5 gxf5 6.Bxf5 +−]
4.Kd4 Kd6 5.Bc8! The easiest way.
[5.f5 also wins, but requires some trickery.
5...Bd7 6.Ke3! Ke5 7.d4+ Kf6 8.Bg2! +−]
5...b5 [5...Kc7 6.Be6 Kd6 7.Bf7 +−] 6.f5 gxf5
7.Bxf5 Be8 [7...b4 8.Bg6] 8.g4 hxg4
9.Bxg4 b4 10.h5 Bf7 11.h6 Bg6
12.Bf3 Ke6 13.Bxd5+ Kf6 14.Be4 1-0
(*1.d4? Ne4+ 2.Kf3 Nxd6* −+)
(*1.Bc7 A good move but black can hold on.*
1...Nd7!? This retreat draws if white trades on d7 in order to capture b6.
2.Bxd7? Bxd7 3.Bxb6 Kf6 4.Ke3 Kf5 =
But white can avoid opposite B's:
2.Ke3! Kf6 3.Bd8+! Kf7 4.Kd4 ±
1...b5? 2.Be5! +−
1...Ng4+! This move is the main black defence if white doesn't pin the knight.
2.Ke2 b5 =
2.Kf3 Bd7 3.Bxb6 Ne5+!? 4.fxe5 Bxh3 5.Ke3 Kf7 6.Kd4 Ke6 =
2.Bxg4 This capture leads to a drawn ending with bishops of opposite colour. White will be up a pawn, but the drawing power of the opposite bees is too great. The loss of the b6 pawn is not important since there is a backup on b7.
2...hxg4 3.Bxb6 Kf6 4.Ke3 Bb5! 5.d4 [*5.Kd4 Kf5 6.Kxd5 Bxd3 =*] *5...Kf5 =*)
(*1.Ke3 Ng4+!*
2.Bxg4 hxg4 3.Kd4 Kf6 4.Bc7 Bb5! [*or 4...b5 =*] *5.Bxb6 Kf5 = Now black can safely sit and do nothing. The king stays on e6 or f5 and the bishop shuffles between a6 and b5. If white takes d5, black takes d3. If white pushes d4, then the black B bounces between a6 and c4.*
2.Kd4 Nf2!?
3.Be6 Kf6 4.Bxd5 [*see 3.Bg2 Kf6 4.Bxd5*]
3.Bf1 Kf6 = [*3...Nh1? 4.f5! gxf5 5.Ke3 ±*]
3.Bg2 Kf6 4.Bxd5 [*4.Bc7 b5 =*] *4...Bxd5 5.Kxd5 Nxd3 ± but drawable.*
6.Ke4 Nc5+ 7.Kd5 [7.Bxc5? bxc5 8.Kd5 b6 −+]
7...Kf5 8.Bxc5? bxc5 9.Kxc5 Kg4 −+
6.Kc4 Nc1 7.a4 [7.Bb4 Kf5!] *7...Ne2*
8.f5!? Kxf5 9.Kb5 Nc3+! 10.Kb4 =
[10.Kxb6? Nxa4+ 11.Kxb7 Nc3 −+]
8.Be5+ Ke6 9.Kb5 Kd7 10.Kxb6 Kc8 ∞
8.Kb5 Nc3+ = [8...Nxg3? 9.Kxb6 +−])
(*1.Be6 Ng4+* [*1...b5? 2.Be5* +−] *2.Kf3* [*2.Bxg4 =*]
2...Nh2+ 3.Ke3 Kf6 4.Kd4 Nf2 =)
(*1.f5 Ng4+!* [*1...Bd7? 2.Ke3 Bxf5 3.Bxf5 gxf5 4.Kf4 Kg6 5.Ke5 +− or 1...gxf5? 2.Bxf5 ±*]
2.Bxg4 hxg4 3.fxg6 [*3.Be5+ Kf7 4.f6 Bb5 =*]
3...Kxg6 4.Ke3 Bb5 5.Bc7 Kh5 6.Bxb6 Ba6 =)

❾ 1.Bd5
White forces a bishop trade to simplify into a won pawn ending. White has a *healthy* pawn majority on the queenside (3 to 2) but black's majority on the kingside is *crippled* by doubled pawns. A crippled majority can not make a passed pawn as quickly, and sometimes can not make one at all.
1...Bxd5 2.Kxd5
2...g4 3.fxg4 fxg4 4.Kd6 +−
2...f4 3.b4 Kf5 4.b5 g4 5.c6 +−
2...Ke7 3.Ke5 g6 4.b4 a6 5.a4 +−
1...g4 2.fxg4 fxg4 3.b4
3...a6 4.g3 Ke7 5.Bxc6 bxc6 6.Ke5 Kd7 7.Kf5 Ke7 8.Kxg4 +−
3...g3 4.Bxc6 bxc6 5.b5! cxb6 6.Kd5 Ke7 7.Kc6! b4 8.Kb7 a5 9.c6 +−
3...Ke7 4.Bxc6 bxc6 5.a4 a6 6.g3 Ke6 7.Ke4 g6 8.Kd4
8...Kd7 9.Ke5 Ke7 10.a5! +−
8...Kf6 9.Kc4! Ke6 10.b5 +−
See exercise #63.
(*1.Bc4?! g4!*
2.Bd5 Bxd5 3.Kxd5 gxf3 4.gxf3 g5 5.b4 g4 6.fxg4 fxg4 7.Ke4 Ke6 8.b5 g3 9.Kf3 Kd5 =
2.fxg4 Bxg2 3.gxf5 Kxf5 4.Bd5? Bxd5 5.Kxd5 a5! −+)

❿ when ahead in material
when defending the king from attack



Best Move Contest #76 (*page 106*)

❶ 1.Qg5+ Kf8 2.Qf6+ [2.Qg6? Qd1+ (*2...Be8* −+) 3.Ka2 Qb3+ 4.Kb1 Qxb2#]
2...gxf6 3.Rf7#
(*1.Rxg7+? Rxg7 2.Qxg7+ Kd8* −+)

❷ 1.Qb4+ Kg8 [1...Ke8 2.Qe7# (*or 2.Nc7#*)]
2.Rxg7+ Kxg7 3.Rg1+ Kh7 [3...Qg4 4.Rxg4+]
4.Qe4+ Qxe4 5.Nf6#

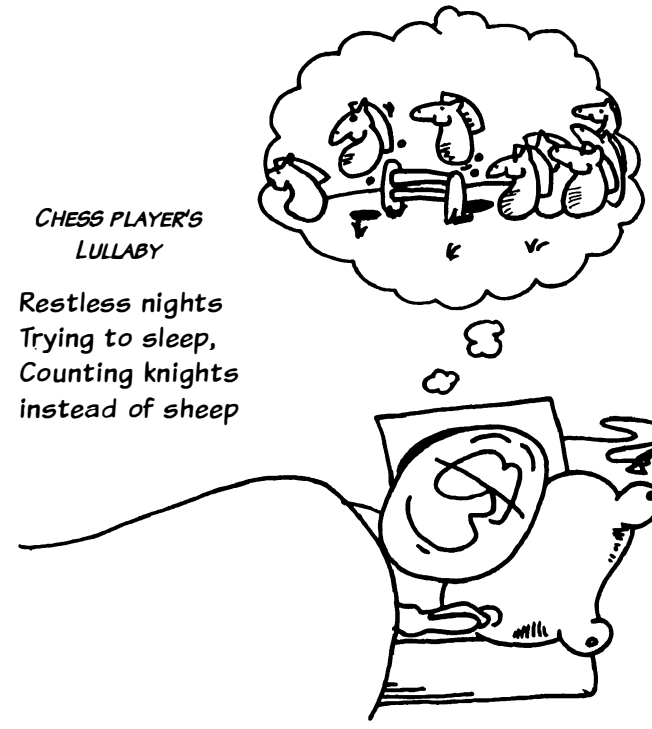
❸ 1.Qxh6+
1...Bxh6 2.Nf6+ Kh8 3.Rg8#
1...Kg8 2.Nf6+ Kf8
3.Qh8+ Bxh8 [3...Ke7 4.Qe8#] 4.Rg8+ Ke7 5.Re8#
3.Qxg7+ Ke7 4.Qf8+! Kxf8 5.Rg8+ Ke7 6.Re8#
(*1.Nf6+? Bxf6 2.Qxf6 Bxb3+! 3.Kb1* [*3.cxb3 Qxb3+ 4.Ka1 Qb2#*] *3...Bxc2+ 4.Kxc2 Qc3+ 5.Kd1 Qd3+ 6.Ke1 Rb1#*)
(*1.Qe4+? Kh8* −+ [*2.Qa8+ Rb8*])

❹ 1.Nxc6 bxc6 2.Rxd5
2...cxd5 3.Qxd5+ Kf8 4.Qxa8+ Kf7 5.Qxa6
2...Kf8 [or 2...Kh8] 3.Rd6
2...Qe6 3.Rd8+ Kf7 [3...Rxd8 4.Qxe6+]
4.Qxe6+ Kxe6 5.Rxa8
2...Rf8 3.Rd8+ [or 3.Rh5+ Kh8 4.Rxh3]
3...Kh8 4.Rxf8#
2...Re8 3.Rd8+! Kf8 4.Rxe8+ Kxe8 5.Re1+
(*1.Ne2? fxg3 2.hxg3 Qe6! 3.Qxb7* [*3.Nf4? Rxd1+ 4.Qxd1 Qf7* ∓] *3...Rad8* =)
(*1.Nc2? Rad8* [*1...Qe6 2.Qxb7 Rad8* ∓]
2.Nb4 f3! 3.Qxf3 R5d7 ∓)

❺ 1.Qxd7 Rxd7 2.Ba4 Rdd8
[2...Rad8 3.Bxd7 or 2...Rd6 3.Rc7]
3.Rc7 [3...Ba6 4.Rxe7 or 3...Bd6 4.Rxb7]
(*1.Re1? Bb4!* [*1...Bf6?! 2.Nh5!* ±]
2.Qxd7 Rxd7 =
2.Re2? [*2.Re5? Rac8* −+] *2...Rac8!*
3.Qxd7 Rxc1+ 4.Kg2 Rxd7 5.Nd3! Rc8 6.Nxb4 −+
3.Rec2 Rxc7 4.Rxc7 Qd6 5.Rxb7 Bd2 ∓)

❻ 1.Rxh6+ Qxh6 2.Qg6+ Qxg6 [2...Kh8 3.Qxh6+]
3.hxg6+ Kg7 4.gxf7+ [4...Kxf7 5.Ng3]
(*1.a3? Be3* =)
(*1.Qxa5?* [*or 1.Rg8?*] *1...Rf1+* −+)

❼ 1.Nf4
White gives back a piece to reach an endgame with an extra pawn.
1...exf4? 2.Qxg4 +−
1...Nxb3 2.axb3 Nh6 4.Qf3 exf4 4.Qxf4 ±
1...Nh6 2.Bxd5 Rad8 3.Be4 ±
(*1.Kg1? Qf2#*)
(*1.Ke1?! Qf2+ 2.Kd2 Qe3+ 3.Ke1 Qf2+ 4.Kd2 = Black draws by perpetual check.*)
(*1.Bf4? Ne3+! 2.Ke1 Nxd1* −+)



❽ 1.Rc7
Zugzwang! That's a German word which means "stuck moving". Black is stuck here, and has no moves that don't lose material. [1...Ra8 2.Bxa8 or 1...Nd5 2.Bxd5 exd5 3.Rxc8+ or 1...Bb7 2.Bxb7 or 1...Kg7 2.Rxe7+]
If black could just sit and do nothing, then white has no easy way to break through. But in chess, we always have to make a move. We can't "pass a turn"!
(*1.Kf2? Bd7! 2.Rc7 Be8* =)
(*1.Ra1? Bd7 2.Ra7 Be8* =)
(*1.Bc6? Nxc6*
2.bxc6 Ra8 3.Rb1 Ke7 4.Rxb6 Kd8 ±
2.Rxc6 Bd7 3.Rc7 Ke7 ±)

❾ 1.e4
White can only draw by advancing and sacrificing the pawn immediately.
1...Kc4 2.Ke2 Kd4 3.Kd2 Kxe4 4.Ke2 =
With the black king on its fifth rank, white draws with the opposition. See exercise #1. Other moves allow black to win the pawn on e3, when the opposition will not save white.
(*1.Kd2? e4! 2.Kc2 Kc4 3.Kd2 Kb3 4.Ke2 Kc3 5.Kf2 Kd3 6.Kf1 Kxe3 7.Ke1 With the black king on its sixth rank, black wins no matter who has the opposition. 7...Kd3 8.Kd1 e3 9.Ke1 e2 10.Kf2 Kd2* −+)
(*1.Ke2? e4! 2.Kd2 Kc3* −+)
(*1.Kf2? e4! 2.Kg3 Kc3 3.Kg4!?* [*3.Kf4 Kd3!*] *3...Kd2! 4.Kf4 Kd3* −+ *See exercise #28.*)

❿ 35
27 queen + 8 knight

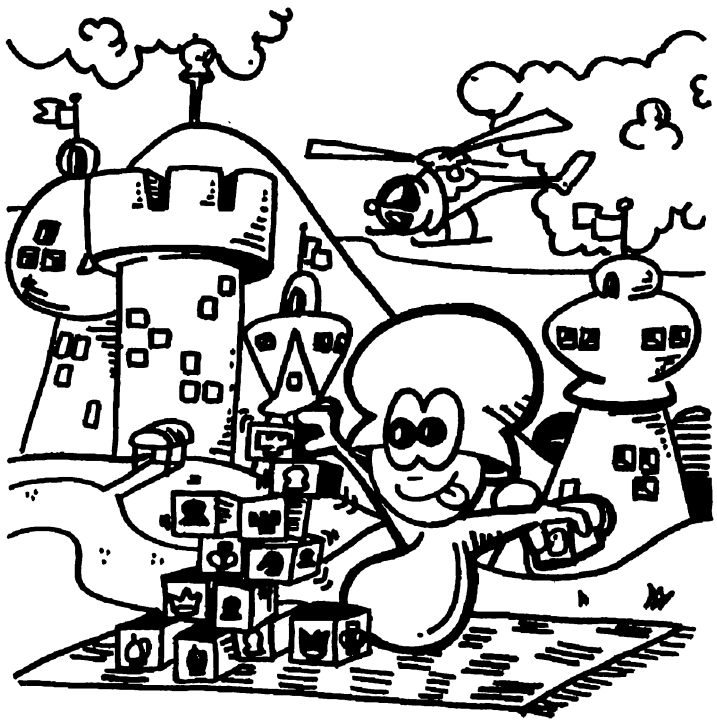
Best Move Contest #77 (*page 107*)

❶ 1.Bd5+
1...Rxd5 2.Qe8+ Nxe8 3.Rf8#
1...Kh8 [or 1...Ne6] 2.Rf8#
1...Qe6 2.Qxe6+ Nxe6 [or 2...Kh8] 3.Rf8#

❷ 1.Rxc6+
1...Nxc6 [or 1...bxc6] 2.Nd6+ Kb8 3.Qxb7#
1...Kb8 2.Qc7+ Ka8 3.Qc8+ Rxc8 4.Rxc8#
(*1.Nd6+? Bxd6 2.Rxd6+ Kb8!* −+ [*2...Rxh3 3.Rxd8+ Kxd8 4.Qxf6+ Kc7 5.Qxe5+ Kb6* ∓])

❸ 1.Qxh6+ gxh6 2.Bf6+ Kh7 3.Ng5+ hxg5 4.h4!
The final *clearance* guarantees mate.
4...bxc3 5.hxg5+ Bh5 [5...Bh3 6.Rxh3#] 6.Rxh5#
4...gxh4 5.Rxh4+ Bh5 6.Rxh5#
4...Bh5 5.hxg5 (Δ 6.Rxh5#)
4...Bh3 5.hxg5! [5.Rxh3? g4 −+] 5...Qxf2 6.Rxh3+ Qh4 7.Rxh4#
4...Qxf2 5.hxg5+ Qh4 6.Rxh4+ Bh5 7.Rxh5#

❹ 1.Rxc5
1...Qxc5 2.Nxe6
2...fxe6? 3.Bxc5
2...Qc4 [or 1...Qe7] 3.Nxf8
2...Qa5 3.Qxa5 Nxa5 4.Nxf8
1...Nxd4 2.Rxc8! [2.Qxd4 +−]
2...Rxc8 [2...Nxf3+ 3.gxf3] 3.Nxd4
(*1.Nxc6? Rxc6*=)
(*1.Nxe6? Bxe3 2.Qxd5* [*2.fxe3 fxe6* ∓ *or 2.Qxe3 Qxe3 3.fxe3 fxe6* ∓] *2...Bxc1 3.Nxf8 Rxf8 4.Rxc1 Qxb2 5.Qc5* =)



❺ 1.Rxh7+
1...Kxh7 2.Qh3+
2...Kg6 3.Qh5#
2...Kg8 3.Bxd5+ Rxd5 [or 3...cxd5] 4.Qxa3
1...Kg8 2.Bxd5+ Rxd5 3.Rxg7+!?
[or 3.Qxa3 Kxh7 4.Qd3+] 3...Kxg7 4.Qxa3
Sound the alarm! It's a discovered attack!
(*1.Qh3? Be4!* ∓ [*1...h6* =])
(*1.c4? Bf7* ∓ [*1...Bg8* ∓])

❻ 1.Bf7
1...Rxd2 2.Qxg6+ Kf8 [or 2...Kh8] 3.Qg8#
1...Qxf7 2.Rxd8 [2...Bxd8? 3.Rxf7+]
1...Kxf7 2.Rxd8 Qxd8 3.Qb7+ Qe7 [or 3...Kg8] 4.Qxa6
(*1.Rxf6?*
1...Qxf6 2.Qb7+ Kh8 3.Qxa6 Qf1+ 4.Kh2 Qf4+ 5.Kh1 Qxd2 6.Qxc6 ∓
1...Kxf6? 2.Rf2+ Kg5 [*2...Kg7 3.Rf7+* +−]
3.Qc1+ Kh5 [*3...Kh4 4.Qf4+* +−] *4.Bf3+ Kh4 5.Qf4#*)

❼ 1.Qxg4 Qxg4 [1...Qxh2+ 2.Kf1 +−] 2.a7
White sacks the queen to stop the black attack and then makes a new queen.
2...Qc8 3.Ra2 Qa8 4.Rb8 +−
2...f3 3.a8=Q +−
2...Rxh2!?
3.Kxh2! Qg3+ 4.Kh1 Qa3 5.Rb7 +−
3.a8=Q? Qh4! 4.Kf1 f3! 5.Qa7! [5.gxf3? Qh3+ 6.Ke1 Qg3+ 7.Kf1 Qxf3+ 8.Ke1 Qh1#]
5...fxg2+ 6.Rxg2 Rxg2 7.Kxg2 Qxe4+ 8.Kg3 Qxb1 ∓
(*1.a7? Qxh2+ 2.Kf1* [*2.Kf2 Qxg2+ 3.Ke1 Rh1#*]
2...Qg3! [*2...Qh1+ 3.Ke2 Qxg2+ also wins.*]
3.Kg1 [*3.Ke2 Qe3+ 4.Kd1 Rh1+ 5.Kc2 Rxg2# or 3.a8=Q Rh1+ 4.Ke2 Qe3#*] *3...Qe3+ 4.Rf2 Rxg2+ 5.Kxg2 Qg3+ 6.Kf1 Rh1+ 7.Ke2 Qe3#*)
(*1.h3? Qxh3 2.Qxg4* [*Otherwise black mates.*]
2...Qxg4 3.a7 Qc8 −+ [*4.Rb8 Qc5+*])
(*1.Qf5+? Rxf5 2.exf5* [*2.a7 Rh5* −+] *2...f3 3.g3* [*3.a7 Qh3 4.g3 Ra4* −+] *3...Qg5 4.a7 Ra4* −+)
(*1.g3? fxg3 2.a7 gxh2+ 3.Kh1 Rg1+ 4.Rxg1 Qxe4+ 5.Rbg2* [*5.Rgg2 Qe1+ 6.Rg1 hxg1=Q#*]
5...hxg1=Q+ 6.Kxg1 Qe1#)
(*1.Kf1 f3! A fun position to practise:*
2.a7 fxg2+ 3.Rxg2 Rxg2 4.Kxg2 Qxe4+ −+
2.g3 Qh3+ 3.Kg1 [*3.Kf2 Qxh2+ 4.Ke3 Qxg3 5.a7 Qf4+* −+ *or 3.Ke1 Rxe4+* −+] *3...Rxg3+!*
4.hxg3 [*4.Kh1 Qxc8*] *4...Qxg3+ 5.Kf1 Rh1#*
2.gxf3 Qh3+
3.Ke2 [*3.Ke1 Qxf3*] *3...Rxe4+ 4.fxe4 Qxc8* −+
3.Kf2 Rg2+ 4.Ke1 [*4.Ke3 Qxc8 or 4.Kf1 Qxf3+ 5.Ke1 Qe3+ 6.Kd1 Qg1#*]
4...Qg3+! 5.Kd1 [*5.hxg3 Rh1#*] *5...Qxf3+ 6.Ke1 Rg1+ 7.Kd2 Rxh2#*)

❽ 1.c5
White has a knight. Black has a bishop. Locking up the pawn structure is the only way for white to play for an advantage.
1...Ke7 2.Ne5 [or 2.Nd4 Kd7 ±] 2...Rc8
[2...Bd7? 3.Re2 ±] 3.Re2 ± [or 3.b4 ±]
1...f6 2.Nd4 Bd7 3.b4 ±
1...Bd7 2.Nd4 ± [2...Re1 3.b4]
Black has a protected passed pawn on d5 in these lines but white still stands better because black has a bad bishop and is stuck defending the weak pawn on c6. White can make their own passed pawn later by advancing the queenside pawns.
(1.cxd5? Bxd5 2.Kc3 [2.Rd3? Re2+ −+] 2...Bxf3 3.gxf3 Re1 ∓)
(1.Kc3 dxc4 2.bxc4 c5 =)
(1.Nd4 dxc4
2.Nxc6 cxb3 3.axb3 a6 =
2.bxc4 Bxc4 3.Nxc6 a6 =
2.Nxe6+ Rxe6 3.bxc4 Ke7 =)
(1.Ne5?! Bxh3!? [1...dxc4 =]
2.Nxc6? Bxg2 3.f4! [3.cxd5 h4! −+]
3...Be4 4.cxd5 a6 ∓
2.gxh3? Rxe5 ∓
2.Nxg6+! fxg6 3.gxh3 dxc4 4.bxc4 =)

❾ 1.Rd8
The white king is in front of the black pawn, but it is too late to use Philidor's drawing method. White can draw here with another more complicated method, putting the rook behind the pawn.
1...d3 2.Re8+ Kd4 3.Rd8+ = [Philidor]
1...Rh1+ 2.Kc2 Rh2+ 3.Kd1 = [repeats]
1...Rd2+ 2.Kc1! Ke2 3.Re8+ Kd3 4.Ra8 =
1...Kd3!? Black threatens mate by *Rh1#*, so the white king must exit the scene. Going to the short side of the pawn [*Kc1*] makes the draw easier, though white can also draw on the *long side* [*Ke1*] in this example.
2.Kc1! Rh1+ 3.Kb2 Rd1 [3...Ke3 4.Kc2! =]
4.Rh8! = Ready to check on the ranks.
2.Ke1 Rh1+ 3.Kf2 Rd1 [3...Kc3 4.Ke2!] 4.Ra8!
4...Kc2 5.Ra2+ Kb3 6.Ra8 d3 7.Ke3 =
4...Rc1 5.Rd8! Rc7 [5...Kc3 6.Ke2 =]
6.Ke1 = See exercises #44, #65.
(1.Rf1? Ra2 −+)
(1.Rg8? Rh1+ 2.Kc2 d3+ 3.Kc3 Rc1+ −+)
(1.Re8+? Kd3 2.Kc1 [2.Re1 Ra2 −+] 2...Rh1+
3.Kb2 Kd2 4.Rg8 d3 5.Rg2+ Ke3
6.Rg3+ [6.Kc3 Rc1+ 7.Kb2 d2 −+] 6...Ke2
7.Rg2+ Kf3 8.Rd2 Ke3 −+)
(1.Kc1? Rh1+ 2.Kb2 d3 3.Re8+ Kd2 −+)

❿ 23
21 queen + 2 knight

Best Move Contest #78 *(page 108)*

❶ 1.Qh5+ Kg7 [1...Kxh5 2.Rh3#]
2.Qh7+ [2.Rh3? Rxb3+ −+] 2...Kf6 3.Nd7#
(1.Rh3+? Kg7 2.Rh7+
[2.Qh5? Rxb3+ 3.cxb3 Rxb3+ 4.Rxb3 Qxb3+ 5.Kc1 (5.Ka1 Qa4+) 5...Qe3+ 6.Kb1 Qxf4 −+]
2...Kg8! [2...Kf6? 3.Nd7+ Kxg6 4.Qh5#]
3.Rh8+ Kg7! [3...Kxh8? 4.Qh5+ +−]
4.Rh7+ [4.Qh5? Rxb3+ −+]4...Kg8 5.Rh8+ =)
(1.g7? Rxb3+! −+ [1...Bxg7? 2.Rh3#])

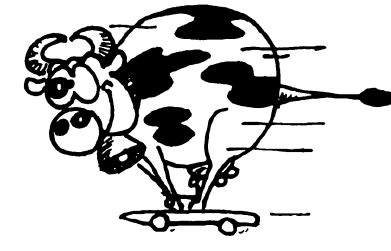
❷ 1.Bxb6+
1...Kxb6 2.Rxa6+ [2.c5+? Bxc5 3.Rxa6+ Kb5! =]
2...Kxa6 3.Qa3+ Kb6 4.Qa5#
1...Qxb6 2.Rxa6+
2...Qxa6 3.Qc7+ Qb7 4.Qxb7#
2...Kxa6 3.Qa3+ Qa5 4.Qxa5#
(1.b5? Bc8 −+ [1...Qxg3 −+])

❸ 1.Qxg8+ Kxg8 2.Rh8+
[2.Bg6? Bxe4+ 3.Kc1 (*3.Bxe4 Kf7 −+*)
3...Bxg6 4.Rh8+ Kf7 5.Rxd8 Re2 ∓]
2...Kxh8 3.Bf7#
(1.Bg6? c4 2.Qc2 Qb6 = [*2...Be8 3.Bf5 g6 =*])

❹ 1.Rf8
1...Qxd3 2.Rxe8+ [*Zwisssh!*] 2...Kb7 3.cxd3
1...Rxf8 [or 1...Bxf8] 2.Qxg6
1...Qe4 2.Qxe4
(1.Nc6+? Nxc6 2.dxc6 [2.Rf8! Rxf8 3.Qxg6 Ne7 4.Qd3 Rf4 ∓] 2...Bc5+ 3.Kg2 Qxc6 −+)
(1.Re5? Qg8 ∓ [1...Qf7 ∓ or 1...Rg8 =)
(1.Qa6? Bc5! 2.Kg2 Bxd4 3.Nxd4 c6! ∓)

❺ 1.Qxa8
1...Rxa8 [or 1...Nxa8] 2.Rxd6
1...Qxd1 2.Qxe8! [2.Rxd1? Nxa8 =]
2...Qxb1 [2...Nxe8 3.Rxd1] 3.Qxg6+!
[3.Nxb1? Nxe8 ∓] 3...Kxg6 4.Nxb1
1...Qxg3+ 2.Kxg3 Rxa8 [or 2...Nxa8] 3.Rd7
1...Qe5 2.Qf3! [2.Qxa7 Ra8 3.Qxb6 Rxa3 +−]
1...Nh4+ 2.Kg1! [2.gxh4? Qg6+ 3.Kf1 Nxa8 −+]
2...Qxd1+ [2...Qf8 3.Qc6 or 2...Nf3+ 3.Qxf3]
3.Rxd1 Nxa8 4.gxh4
Welcome to Desperadoville!
(1.Rxd6? Rxe4 ∓)
(1.Nb5? Qxd1! [*1...Rxe4? 2.Nxd6 Re6 ∓*]
[*1...Nxb5? 2.Rxd6 Rxe4 3.cxb5 Ra4 ∓*]
2.Qxg6+ Kxg6 3.Rxd1 −+
2.Qxe8 [*or 2.Qxa8*] *2...Qxb1 −+*
2.Rxd1 Rxe4 3.Nxc7 Rf8 −+)

CAUTION
MAD COWS
NEXT 12 PAGES

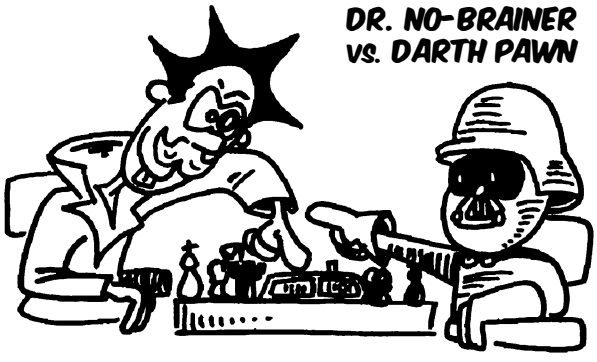


❻ 1.Rg8
1...Bxe3 2.c6+! [2.fxe3? Be4 =] 2...Kxc6
3.Rxg6+ Kb7 [3...Rd6 4.Rxd6+] 4.fxe3
1...Bb1 [1...Be4 2.Rxg5] 2.Rxg5 Bxa2
3.cxb6 axb6 4.Rxh5 Bxb3 5.Nb2
1...Re7 2.Rxg6 Bxe3 3.fxe3 [or 3.c6+] 3...d4
4.c6+! Kc7 5.Kd3 [5.e4!?]
5...dxe3 6.Nc3
5...Rxe3+? 6.Kxd4 Rxg3 7.Nc3
1...Rc7 2.Rxg6 Bxe3 3.Kxe3 bxc5 4.Rg5
(1.cxb6? axb6 2.Rg8 Bxe3 3.fxe3 Be4 =)

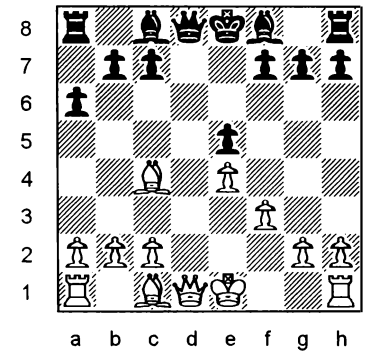
❼ 1.Qa3 Nxe1 [1...Rd8? 2.Qxe3 +–] 2.Qxf8+
White dodges the fork and can now simplify to a winning B vs. N endgame.
[A messy alternative is 2.a6!? Qd8! which leads to unclear complications 3.axb7+ *(3.Qb3 Qc7 ∞ or 3.Bxb7+ Kb8 4.Qb4 Nd3 5.Qb5 Ka7 6.Bd5 ∞)* 3...Kb8 4.Qa8+ Kc7 5.Qa7 Kd6 ∞]
After 2.Qxf8+, play continues:
2...Qb8 3.Qf6! [or simply 3.Qxb8+ +–] 3...Nd3
4.Qa6+ [4.Qxg6 +–] 4...Qa7 5.Qxd3 +–
2...Ka7 3.Qf7! Qxf7
[3...Kb8 4.Qxg6 +– or 4.Qxc7 Kxc7 5.Bf7 +–]
4.Bxf7 g5 [4...Ka6 5.Bxg6 +–] 5.Bxh5 Nd3
[5...Ka6 6.Bg6 Kxa5? 7.Bxf5 b5 8.Kf1 +–]
6.Bg6 Nc5 [6...f4? 7.Bxd3] 7.Bxf5 Ka6
8.g3 Kxa5 9.h4 gxh4 10.gxh4 +–
The black knight can only watch as the white h-pawn marches to glory.
(1.Qxb7+? Qxb7 2.Bxb7+ Kxb7 –+)
(1.Qd2 [or 1.Qb1] 1...Nxe1 2.Qxe1 Rf6 –+)
(1.Qa1!? Nxe1 2.a6 [2.Qxe1 –+ See 1.Qd2.]
2...Kb8! [2...Nc2? 3.axb7+ Kb8 4.Qa8#]
3.axb7 [3.Qxe1 b6! ∓ or 3.Bxb7? Nd3 –+]
3...Qd6 4.Qa8+ Kc7 5.Qa5+ Kd7 ∞ [∓])

❽ 1.Qxd8+ Kxd8 2.Bxf7 +–
White is content with an extra pawn. Did you try to win the queen with a bishop sack?
(1.Bxf7+? Kxf7 2.Qxd8 Bc5+ 3.Kh1 Rxd8 –+)

8b. If we change the position so that the white bishop on c1 is on e3 instead, then the bishop sacrifice does win the queen.
1.Bxf7+ Kxf7 [1...Ke7 2.Bg5+!] 2.Qxd8 +–



8c. Another change gives us the diagram below. Now is 1.Bxf7+ or 1.Qxd8+ better?



1.Bxf7+ Kxf7 [1...Ke7? 2.Bg5+] 2.Qxd8 Bb4+
3.c3? Bxc3+ 4.Bd2 Rxd8 5.Bxc3 Ke6 =
3.Bd2 Rxd8 4.Bxb4 ±
3.Qd2! Bxd2+ 4.Bxd2 ± White is up a pawn but there are bishops of opposite colour, which increase the chances for black to draw.
1.Qxd8+! Kxd8 2.Bxf7 +– White wins a pawn and avoids bishops of opposite colour.

❾ 1.Qa4+ Kb2 2.Qa2+ Kxa2 ½-½ Stalemate!

❿ 21
2 with Ba6, 2 with Bb5, 2 with Bc4,
2 with Be2, 2 with Bh3, 5 with Bd3,
6 with Bg2

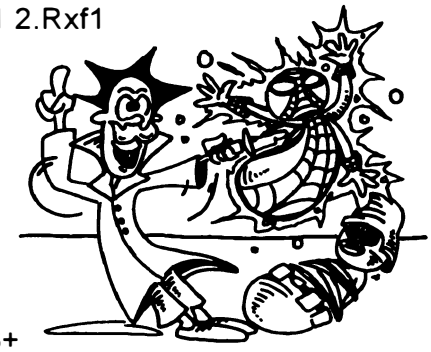
Best Move Contest #79 *(page 109)*

❶ 1.Qxf8+ Kxf8 2.Rxf7+ [2.Bh6+? Ke8 –+]
2...Kg8 3.Rf8+ Kg7 4.R1f7#
2...Ke8 3.Re7+ Kd8 4.Rf8#
(1.Rxf7? Rxf7 –+ [or 1...Qxf1+!? –+])
(1.Bh6? Bc5 2.Qh4 e4! [2...f5 3.Bxf8 Bxf8 ∓]
3.Qf6 Bd4 4.Qe7 [4.Qxf7+ Rxf7 5.Rxf7 Qxf1+ 6.Rxf1 Rf5 –+] 4...Rdd8! 5.Rxf7 [5.Rf4 Rde8 ∓]
5...Qxf1+ 6.Rxf1 Rxf1+ 7.Kh2 Bf6 ∓)

❷ 1.Qxf4
1...exf4 2.Rxh5
2...Be5 [2...Re1+ 3.Ka2!] 3.Rh8#
2...gxh5 3.Rxh5 [Δ 4.Rh8#]
[Black can delay the mate with 3...Re1+ 4.Ka2 Ra1+ 5.Kxa1 Be5 6.Rh8#]
1...Be7 2.Rxh5 Bxf6 [2...exf4 3.Rh8#]
3.Qxf6 gxh5 4.Rxh5 Qd8 5.Rh8#
1...Bf8 2.Rxh5 Bg7 [2...gxh5 3.Qg5+]
3.Rh8+ Bxh8 4.Rxh8#
1...Qb6 2.Qh6 Bf8 3.Qh8#
Blasting through.
(1.Rg3? Be7 –+ [or 1...Re6 –+])
(1.Rxh5? Nxh5
[1...gxh5? 2.Rxh5 Nxh5 3.Qg4+ Kf8 4.Qxh5 +–]
2.Rxh5 [2.Qh4 Be7] 2...gxh5 3.Qh4 Re6! –+)

❸ 1.Nc7+ Rxc7 2.Qxc6+
2...Qxc6 [or 2...Rxc6 or 2...bxc6] 3.Rd8#
2...Rd7 3.Qc8+ Rd8 4.Qxd8# [or 4.Rxd8#]
2...Bd7 3.Qe6+!
3...fxe6 4.Bg6#
3...Bxe6 4.Rd8#
3...Be7 4.Qxe7#
(*1.Qxe6+? fxe6 2.Bg6+ Kd7* −+
[*3.Nc3+ Kc7 4.Nxb5+ axb5*])

❹ 1.Qf3
1...Qxf3 2.Rg1+ Kh8 3.Bg7+ Kg8
4.Bxf6+ Qg2 5.Rxg2#
1...Qg6 2.Bxf8! [2.Qxc6 Qxh6 3.Qc7 +−]
2...Kxf8 [or 2...Bxf8] 3.Qxc6
2...Rxc3 3.Bxe7 [or 3.bxc3 Kxf8 +−]
2...Rc7 3.Bxe7 Rxe7 4.0-0-0
1...Bf1 2.Rxf1



❺ 1.Qa8+
1...Kh7 2.Qe4+ Kg8 3.Qxc2
1...Qf8 2.Rxg7+ Kxg7 [2...Kh8 3.Qxf8#]
3.h6+ Kg8 [3...Kxh6 4.Qxf8+] 4.h7+
4...Kg7 5.Qxf8+ Kxf8 6.h8=Q+
4...Kxh7 5.Qxf8 Rxf2 6.Qxb4
(*1.h6? g6* ∓)

❻ 1.Qa7
1...Qxa7 2.Rxd8+ Rxd8 3.Rxd8#
1...Rxa7 2.Rxd8+ Qxd8 3.Rxd8#
1...Rac8 2.Qxc7 Rxc7 3.Rxd8#
1...Rdc8 2.Qxc7 Rxc7 3.Rd8+ Rxd8 4.Rxd8#
1...Qc8 2.Qxa8! [2.Rxd8+ +−] 2...Qxa8
3.Rxd8+ Qxd8 4.Rxd8#
1...Rxd5 [1...bxc3 2.Qxc7] 2.Qxa8+ Rd8
[2...Qd8 3.Qxd8+] 3.Rxd8+ Qxd8 4.Qxd8#
(*1.Qc5? Qxc5 2.Rxd8+* [*2.Rxc5 Rdc8* ∓]
2...Qf8 3.Rxf8+ Rxf8 ∓)
(*1.h6? Rxd5 2.hxg7+ Qxg7 3.Rxd5* ∓)

❼ 1.Qc1 Qxc1 [1...Qb6? 2.Rfe1 +− trapped knight
or 1...Nxf1? 2.Qxc7+−] 2.Rfxc1 Rfc8 =
(*1.Qd2?* [or 1.Qe2, 1.Qb3, 1.Qd3] *1...Nxf1* −+)
(*1.Rc1? Qb6! 2.Qd3 Nxf1* −+)

❽ 1.Bxh7
Whenever there are several pieces that can take each other, look for a desperado!
1...Rxd8 [or 1...Bxd8] 2.Bxc2 ±
1...Rxh7 [or 1...Bxh7] 2.Bxa5 ±
(*1.Bxa5 Bxd3 2.Rfd1* =) (*1.Bxc2 Rxd8* =)

❾ 1.e5
White sacrifices so that the black king is no longer ahead of his pawn.
1...dxe5 [1...d5 2.Kc2 d4 3.Kd3 Kd5 =]
2.Kc1! Distant opposition. [2.Kc2? Kc4 −+]
2...Kd5 [2...Kd4 3.Kd2 =] 3.Kd1! =
(*1.Kc1? Kd4 2.Kd2* [*2.e5 Kxe5! 3.Kd2 Kd4* −+]
2...Kxe4 3.Ke2 d5 −+)
(*1.Kc2? Kd4* −+) See exercises #1, #31, #64.

❿ a3 a6 c1 c8 f1 f8 h3 h6

Best Move Contest #80 *(page 110)*

❶ 1.Qxg4+ Kxg4 2.Rf4+ Kh5 3.Rh4+ gxh4 4.g4#
(*1.Rxf2? Ne3+ 2.Kf3 g4+!* [*2...Nxc4? 3.Rh2#*]
3.Rxg4 [*3.Kxe3? Qd3+ 4.Kxd3 stalemate!*
or 3.Ke2? Qd1+ 4.Kxe3 Qd3+ 5.Kxd3
or 3.Kf4? Qf5+ 4.Kxe3 Qd3+ 5.Kxd3]
3...Qh1+! 4.Kf4 [*4.Kxe3? Qf3+* =] *4...Nxc4*
5.Rh4+ Qxh4+ 6.gxh4 Nb6 ± [*or 6...Nd6* ±]
How many people can win this ending?!
See exercise #81 (*9*).)

❷ 1.Re7+ Kf8 [1...Kd8 2.Qb6+ Rc7 3.Qxc7#]
2.Re8+ Kxe8 3.Qe7#

❸ 1.Re8+ Nf8 2.Nh6+ Qxh6 [2...Kh8 3.Rxf8#]
3.Rxf8+ Kxf8 4.Qd8#

❹ 1.Qxe6 Qxe6 2.Ng5
2...Qg6 [or 2...Qf5] [*2...Qe7 3.Rxh7#*]
3.Rxh7+ Qxh7 4.Nf7#
2...h6 3.Nxe6 d4 4.Nxd8 Rxd8 5.Ba5
(*1.Rxh7+? Qxh7 2.Qxe6 Rge8 3.Qf7 d4* ∓
[*4.Ng5 Rf8 5.Qxf8+ Rxf8 6.Nxh7 Kxh7*])
(*1.Nh4? Qh6!* ∓ [*1...Bxe5? 2.Nxg6#*])

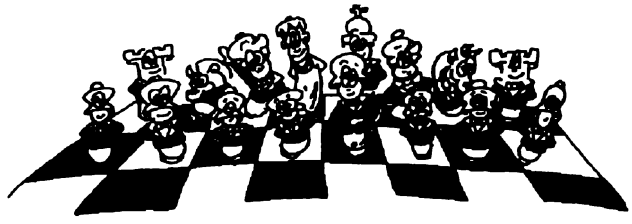
❺ 1.Nd5
1...exd5 2.Bxf6 hxg5 [2...Qxf6 3.Qh7#] 3.Bxe7
1...hxg5 [or 1...g6] 2.Nxe7+
1...Qd8 2.Nxf6+ Qxf6 [or 2...Kh8] 3.Qh7#

❻ 1.Rd1
1...Rc8 2.Rxc8+ Kxc8 3.Qg8+ Qd8 4.Qxd8#
1...Re8 2.Qh4
2...Rxg8 [or 2...b6] 3.Qxe7
2...Qxh4 [2...f6 3.Qxf6] 3.Rxe8+ Qd8
4.Rxd8#
1...Rf8
2.Qh4? f6 =
[3.Rxf8+ Qxf8 4.Qxh6 Qe8 5.Qxf6 Kc8 =]
2.Qg7! Re8 3.Qxf7 [3.Qh8! or 3.Qf6 +−]
3...Qxf7 4.Rd8+ Rxd8 5.Rxd8#
1...Kc8 [1...a6 2.Rxd8+ or 1...Rad2 2.Rxd2]
2.Rdxd8+ Qxd8 3.Rxd8+ Kxd8 4.h3
(*1.Rxc7? Rxg8!* [*1...Qxc7? 2.Rxd8#*]
[*1...Ra1+? 2.Rc1+* +−]
2.Rxe7+ [*2.Qxg8+? Kxc7* −+] *2...Rxg3 3.hxg3* ∓
[*3...Ra1+ 4.Kh2 Rf1 or 3...Rb2 4.Rxf7 Rxb3*])
See next page for #6b and #6c.

6b. A remarkable defence saves the game if we put the white king on g1 [instead of h1] in the diagram.
1.Rd1 Re8 2.Qh4?
[Best is 2.Rxe8+! Qxe8 3.Qh4 Kc8! 4.Qxh6 ∓]
2...Rxg2+! 3.Kxg2 [3.Kh1 Rgxg8] 3...Rxg8+ 4.Kh3 f6 −+ [or 4...Qxh4+ 5.Kxh4 a5 −+]

6c. Place the white king on h3 and remove the black e-pawn and the white h-pawn. Now the winning line is:
1.Rd1 Re8 [1...Qe6+ 2.Kh2] 2.Qe5!
[2...Qxe5 3.Rd8+ Rxd8 4.Rxd8#]

❼ 1.Rg8+
White draws by perpetual check. 1...Kxg8
[1...Kh7 2.Rh8+ Kg7 (*2...Kg6? 3.Qd6+!* +−) 3.Rg8+ Kh7 4.Rh8+ repeats.]
2.Qd8+ Kh7 3.Qh4+ Kg7 4.Qf6+! Kf8
5.Qd8+ Kg7 6.Qf6+ Kg8 7.Qd8+ Kh7
8.Qh4+ Kg6 9.Qf6+! Kh7 ½-½
(*1.Qxc3? Qg2#*) (*1.e6+? Qxd4 2.Rxd4 a2* −+)
(*1.Qxe4? Bxe4 2.Rd1 a2 3.Ra1 Bd5* −+)



❽ 1.f6
White sacks a pawn, and then "the ex" to blast open the black king.
1...Bxf6 2.Rxf6! [2.Qe4 Bxd4+ 3.Qxd4 ±]
2...gxf6 [2...Rfe8 3.Qh5 g6 4.Qh4 +−]
3.Qh5? f5 4.Qg5+ [4.Bxf5? f6 ∓] 4...Kh8
5.Qf6+ Kg8 6.Qg5+ = perp
3.Qg4+! Kh8 4.Qf5 +− [Δ 5.Qxh7#]
1...gxf6 2.Qg4+ Kh8 3.Qf5 +−
1...Bd6
2.Bxh7+!? [2...Kh8 3.Qg4 +−] 2...Kxh7
3.Qh5+ Kg8 4.fxg7!
[4.Qg5? Bxh2+ 5.Kh1 Qg3 =]
4...Bxh2+ 5.Kh1 Kxg7 6.Qg5+ Kh8
7.Rf6 Qd6 8.Ne4! +−
2.Qh5! Bxh2+ [2...g6? 3.Qh6] 3.Kh1! h6
4.fxg7 Kxg7 5.Qg4+ Kh8 6.Rf6! Bf4
7.Qf5 Kg7 8.Rf1 +−
1...Bd8 2.Bxh7+! [2.fxg7 +−] 2...Kxh7
[2...Kh8 3.Qh5] 3.Qh5+ Kg8 4.fxg7 Kxg7
5.Qg4+ Kh7 6.Rf3 Qd6 7.Rh3+ +−
(*1.Ne4 f6* =) (*1.Rf3 Bf6* ∓)
(*1.Rae1 Bf6 2.Kh1* [*2.Ne4 Bxd4+ 3.Kh1 f6* ∓]
2...Rad8 3.Ne4 Nd5 ∓ [*or 3...Nd7* ∓])
(*1.Qh5 Bf6 2.Ne4* [*2.Ne2 Rad8 3.Rf4 Rfe8* ∓]
2...Bxd4+ 3.Kh1 f6 ∓)

❾ 1.Rc7
Rooks love the seventh rank. From there, they attack the opposing pawns from the side. Since pawns only go forward, they are weakest when attacked from behind or the side. They cannot help defend themselves in those directions. Having the black king trapped on the back rank also makes this endgame a lot of fun for white.
1...Rxe2 2.Rxb7 ± This exchange of pawns gives white a queenside pawn majority. So white can easily make a passed pawn. With an extra pawn, creating a passer is usually the winning plan. (2...a5 3.a4 Re4 4.b3 Re2 5.Rb5 Rb2 6.Rxa5 Rxb3 7.Ra7! +−)
1...Rb8?! ± The black king is cut off on the last rank and the black rook is in a passive position guarding the b-pawn.
(*1.Kf1 Re7!* ±) (*1.Rc2?! Re7!* ±)
(*1.e3 Re7!* ± *Keeping the white rook off the 7th rank. Black is down a pawn but has good drawing chances because the white rook is not too active and the black king is free to come forward and help the defence.*)

❿ all squares

Best Move Contest #81 (*page 112*)

❶ 1.Qg5+ Kh8 [1...Qg7 2.Qxg7#] 2.Rxf7!
[2.Qf6+ Kg8 3.Qg5+ repeats (*3.Rf3? Rg4* −+)]
2...Qxf7 3.Qd8+ Qg8 4.Qf6+ Qg7 5.Qxg7#
2...Qg8 3.Qf6+ [or 3.Qe5+] 3...Qg7 4.Rf8#
2...Rb8 [or 2...Rc8 or 2...Rf4] 3.Rxf8+ Rxf8
4.Qg7#
2...Qxh6 [2...bxc3 3.Rxf8#] 3.Qxh6
[Δ 4.Qg7# or 4.Qxh7#]
2...Rxc3+ 3.bxc3 delays mate one move.
(*1.Qg3+? Rg4!* [*1...Kh8 2.Qe5+* +−] *2.Qxg4+ Kh8* =)

1b. In the diagram position, put the black king on h8 [instead of g8] and the white queen on h4 [instead of e5] and add a white rook on g5. Then white mates by 1.Rg8+! Kxg8 2.Qg5+ [as above].

❷ 1.Bg5+
1...f6 2.Qa8+ Ke7 [or 2...Kd7] 3.Qxb7+
3...Kd6 4.Qc7#
3...Ke8 [or 3...Kf8 or 3...Kd8] 4.Rc8#
1...Be7 2.Qa8+ Kd7 3.Qxb7+ Kd6
[3...Ke8 4.Qxe7#) 4.Qc7#
The first check by the bishop forces a necessary *obstruction*.
(*1.Bxb6+? Ke7 2.Rc7+ Kd6!* =)
(*1.Qa8+? Ke7* [*1...Kd7? 2.Qxb7+* +−]
2.Bg5+ Kd6! = [3.Qxh8 Bxc1 4.Qd8+ Ke5 5.Qc7+ Kf5 6.Qxc1 =])

❸ 1.Bg7
1...Qxd2 2.Bxf6 [and an unstoppable Rh8#]
[Black can postpone termination with queen checks and bishop sacks.]
1...Kxg7 2.Qh6+ Kg8 3.Qh8#
1...Bf8 [or 1...Nb4] 2.Rh8+ Kxg7 3.Qh6#
1...Bf4 2.Bxf6 [followed by Rh8#]

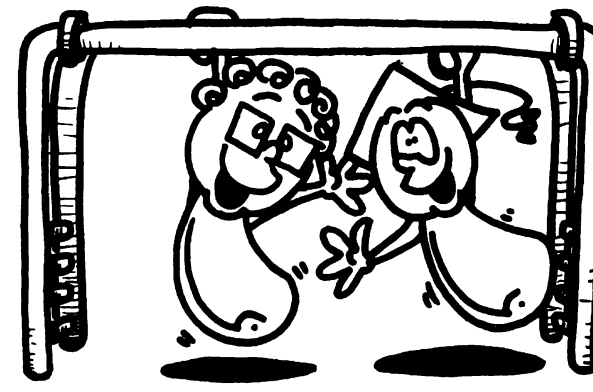
❹ 1.h3
1...Nh6 2.Qe4 [2.Bxh7+? Kf8! ±]
2...g6 [or 2...Nf5] 3.Qxc6
2...Rec8 [or 2...Rc4] 3.Qxh7+ Kf8
4.Qh8+ Ng8 5.Qxh5 [or 5.Bh7 +−]
1...Nxf2 [1...Nxe5 2.Qxe5] 2.Qxf2 [or 2.Rxf2]
1...Rc4 2.hxg4 [2.Qd7 +−] 2...Rxd4 3.gxh5
(*1.Bxh7+? Qxh7 [1...Kxh7? 2.Qe4+ Kg8 3.Qxc6 +−] 2.Qxg4* ±)
(*1.Qe4? Rec8* [*1...Rc4 2.Qb7* ±] 2.h3 f5! ±)
(*1.Qd7? Rcc8* ±)

❺ 1.Qxd8 Rexd8 [1...Rbxd8 2.Bxb4]
2.Bxb4 Rxb4 3.Nc2 Rbb8 [3...Nf6 4.Nxb4]
4.Rxe4
(*1.Bxb4? Qxd1 2.Rcxd1 Rxb4 3.Rd7* ±)

❻ 1.Bd5
1...Rxa5 2.Re6+ Kd7 3.Rxe5
[3...Kd6 4.Rxh5 Rxd5 5.Rxd5+ Kxd5 6.Kg4 Ke5 7.h4 Kf6 8.Kxf4]
1...Re2 [1...Bd6 2.Bxa2]
2.a6 Bd4 3.a7
3...Bxb6 4.a8=Q
3...Bg1!? 4.Kh4! [4.a8=Q? Rxh2#]
2.Re6+ Kd7 3.a6 Re3 [3...Bd4 4.Rxe2]
4.a7 Ra3 5.Rxe5
The *double attack* that won a world championship! Kramnik - Kasparov 2000.

❼ 1.Qh3 Qxh3 [1...exd3? 2.Rc8+ Qxc8 3.Qxc8# or 1...Rb8 2.Qxe6 fxe6 3.Nf4 +−]
2.gxh3 Rb8 [2...exd3? 3.Rc8#]
3.Nf4 +− [3...Rd8 4.Nxd5!]
(*1.Nxb2? exf3 2.gxf3 h5* ∓)
(*1.Nf4?* [or 1.Nc5 exf3] *1...exf3 2.Nxe6 fxe6 3.gxf3 Kf7* ∓)
(*1.Qd1 exd3 2.Qxd3 h6* =)
(*1.Ra1 h6* [*1...exf3?*] *2.Qd1 exd3 3.Qxd3* =)
(*1.Qh5!? exd3 2.Qxd5 h6!* [*2...d2? 3.Qd8+ or 2...Qxd5? 3.Rc8+*] *3.Qxd3* ±)

❽ 1.Nb5 Rac8 [or 1...Ne4] 2.Nbd4 ±
The key feature in this position is the black *isolani* (isolated d-pawn). The correct plan for white is to *blockade* the pawn and to play for an endgame, where the weakness of the d-pawn will become more noticeable.
Black's best plan is to play for an attack with their active pieces. The isolani is often a strength in the middlegame. It helps to control the centre and to support a knight at the e4 outpost.
Failure to blockade the isolani can lead to disaster for white. If the d-pawn is allowed to advance, the centre will be opened to the advantage of black's better placed pieces.
(*1.Rc1? This natural developing move leaves the d-pawn free to do its thing.*
1...d4! 2.Nxd4 Nxd4 3.exd4 Rxd4! −+
Black has gotten rid of the isolated pawn, and opened lines for the rook at d8 and bishop at b7. White is in big trouble.
4.Qc2 Qe5! With threats to the king.
5.Nb5? Qg5 6.g3 [*6.Bf3 Bxf3 or 6.f3 Rd2+*]
6...Qd5 7.f3 Rd2+ −+
5.Rfe1? Rh4! 6.g3 [*6.h3 Qg3!*] *6...Qxg3+*
6.hxg3 Rh1#
5.g3 Qe6 −+
5.Nd5 Best but still stinky. 5...Bd6!?
6.g3 Qxd5 −+
6.Nxf6+ gxf6 7.g3 Qd5 8.f3 Rd2 −+
6.Ne7+ Kh8 7.g3 Bxe7 8.Bxd4 Qd5
9.f3 Qxd4+ −+
Black could also get fancy with:
1...Bxe3!? 2.fxe3 Qxe3+
3.Kh1 d4! [*3...Ng4? 4.Qe1* ±] *4.Qe1 dxc3* ∓
3.Rf2 d4!? [*3...Ng4* ∓]
4.Qd2 Qxd2 5.Nxd2 dxc3 6.Bxc3 ∓
4.Nb5 Ne4 ∓)
(*1.Nd4?! Nxd4 2.exd4 Bd6* =)
(*1.Bd3? d4! 2.exd4 Nxd4 3.Nxd4 Bxd4* ∓)
(*1.Na4 Ne4 2.Nxc5 bxc5 = Now black has "hanging pawns" at c5 and d5. They can become weak if they advance, but if they hang where they are, they control lots of central squares and give black an active and equal game.*)



HANGING PAWNS

❾ 1.Rd1
White *corrals* the knight. Arabian master Al-Aldi used this example 1100 years ago! Black could draw if the king and knight were not so awkwardly placed near the corner.
1...Kb8 [1...Ka8 2.Kb6 Kb8 3.Rd7 +–] 2.Ka6!
2...Kc7 3.Rc1+ Kb8 4.Rb1 Ka8 5.Kb6!
5...Nd8 6.Rd1 Ne6 7.Rh1 +–
5...Kb8 6.Kc6 Ka8 7.Kc7 +–
5...Nd6 6.Rd1
6...Nc8+ 7.Kc7 Na7 8.Rb1 +–
6...Nc4+ [6...Nb7 7.Rd7 +–] 7.Kc7 +–
2...Nc5+ 3.Kb6 Na4+ 4.Kc6
4...Kc8 5.Ra1 Nc3 6.Ra8#
4...Nc3 5.Re1!
5...Na2 6.Rb1+ Kc8 7.Kd6 +–
5...Ka7 6.Re3 Nb1 7.Rd3! +–
The horse is corralled. One way to win now is bring the king back and take him on b1. [An option in that last line is: 6...Nd1 7.Rd3 Nf2 8.Rd7+ Kb8 9.Rb7+ Ka8 10.Kb6 Ne4 11.Rd7! +–]
(*1.Rh7? Kb8 2.Kb6* [*2.Kc6 Na5+!*] *2...Nd8!* =)

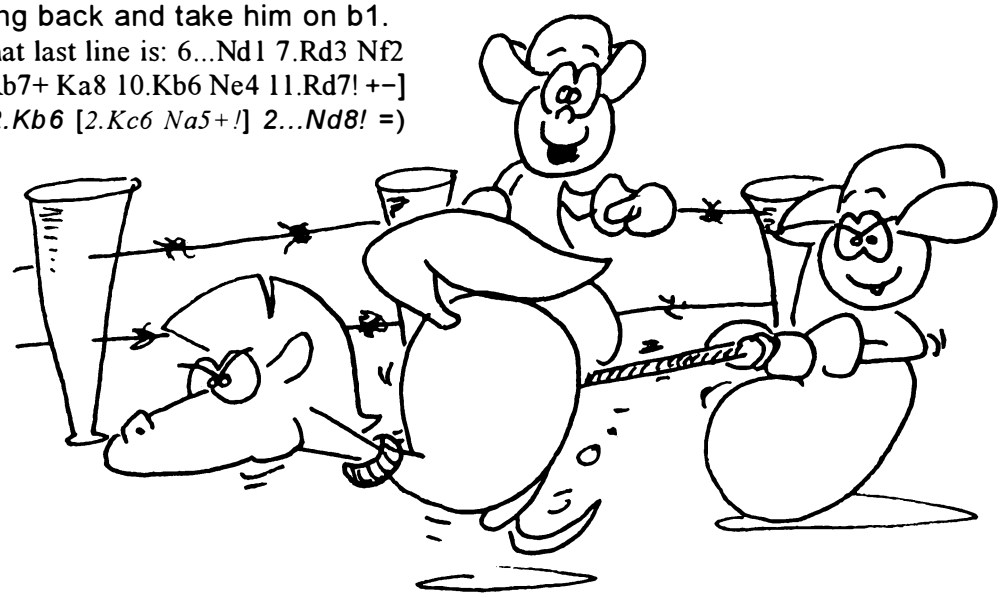
❿ all squares

❸ 1.Ng6
1...Rxg6 2.Qxh7#
1...Bxg6 2.Qg7#
1...hxg6 [1...Rf7 2.Qxf7#] 2.Qg7# [or 2.Qh7#]
(*1.Rh1? Qxc2* –+) (*1.Nc6? Kh8* = [*1...Qh5* =])

❹ 1.Ne8
1...Rxe8 [1...Qxe5 2.Qxf8# or 1...Ng6 2.Qg7#]
2.Qf6+ Kg8 3.Bh6 [3...Qxe5 4.Qxe5 f6 5.Qxf6 Rc7 is only way to stop mate by Qg7#]
(*1.Nxh7? Nxh7 2.Bg5 Qxe5!* –+)

❺ 1.Nxf5 gxf5 [1...Qxf5 2.Rxf5 or 1...Rfe8 2.Qg7#]
2.Rg3 [2...Qxg3 3.Qxg3+ or 2...Qg6 3.Rxg6+]

❻ 1.b6
1...axb6 2.Nb5 Qc4 [or 2...Qd7] 3.Nxc3
1...Qc5 [1...Qxb6 2.Qxc3] 2.bxa7 [2.Nb3!?]
2...Qxa7 3.Qxc3 [or 3.Nb5]
(*1.Ne2? Be5 2.Qxc7 Bxc7 3.Nc3 Be5! 4.Nxd5 Bxd5 5.Bxd5 b6* ± *opposite B's*)



Best Move Contest #82 (*page 113*)

❶ 1.Nfg5 fxg5 [1...Nxd4 2.Qxh7#] 2.Nf6 Bxf6 [2...Nxd4 3.Qxh7#] 3.Be4 [Δ 4.Qxh7#]

❷ 1.d5
1...Qxd5 2.Qf6+ Kg8 [2...Kf8 3.Qxf7#] 3.Qxf7+ Kh8 4.Qf8#
1...Nxd5 [or 1...Rxd5 or 1...exd5] 2.Rg3+ Kh6 3.Qg5# [or 3.Qh4#]
1...Qe7 2.Rg3+ Kh6 3.Qxe7 [3.Qg8!?] 3...f6 [3...Nxd5 4.Qh4#] 4.Qxf6+ Kh5 5.Qg5#
1...f5 2.Qf6+ Kg8 3.Rg3+ Qg7 4.Qxg7#
1...Kh6 2.Qf6+ Kh5 3.Rh3+ Kg4 4.Rh4#
1...Kg6 2.Qg8+ Kh5 3.Rh3#
An unexpected *obstruction* that will either unpin the white rook or deflect the black queen from the defence of f7.
(*1.Qf6+ Kg8 2.Qd8+ repeats* [*2.d5? Rxd5* –+])
(*1.Qg5+ Kf8 2.Qd8+ Kg7 repeats*)

❼ 1.Qc8+ Kh7 2.Rxe5 +–
[Black keeps a good attack on 2.Rd8? Nf7! ∓ and wins after 2.Qd8? Qh3! (or 2...Rg5) –+]
The queen goes to the h3-c8 diagonal with tempo before the black knight is captured. Now there is no mate by 2...Qxh2+? 3.Kxh2 Rh4+ because white can block with 4.Qh3.
(*1.Rxe5? Qxh2+ 2.Kxh2 Rh4#*)

❽ 1.Rab1
With this pawn structure, the best plan for white is to weaken the black queenside by advancing the b-pawn and opening lines on that part of the board. This plan is called a *minority attack,* because white attacks a larger group of pawns [the majority] with a smaller group [the minority]. Here, the white *a* and *b* pawns attack black's *a*, *b*, and *c*. The goal is to trade pawns so that black is

left with a weakness. The minority attack is a slow but effective plan. The b-pawn is usually supported by a rook on b1.
1...Rfe8 2.b4!
2...Qe6 3.b5 cxb5 4.Bxb5 Rec8 5.Qb2 ±
2...a6 3.a4
3...Nf6 4.b5 cxb5 5.axb5
5...axb5 6.Rxb5 ± Black has weak pawns at b7 and d5.
5...a5 6.b6 ± The a-pawn is more of a weakness than a strength.
3...Qf6 4.b5 ± Now black has no way to avoid getting a weak pawn.
4...cxb5 5.axb5 a5 [5...Rac8 6.Qb2] 6.b6 ±
4...Re6 5.bxa6 bxa6 6.Rb7 ±
4...axb5 5.axb5
5...Rac8 6.Bxe4 [6.b6!? ±] 6...dxe4 7.Rb4!? Qf3 8.Rc4 ±
5...cxb5 6.Bxe4 dxe4 [6...Rxe4 7.Rxb5 ±] 7.Rxb5 ± White has the better game. The isolated b-pawn is weak and the protected passed d-pawn is strong.
1...f5 2.b4! g5 [2...a6 3.a4 ±] 3.b5 ±
1...a5 2.a3
2...Rfe8 3.b4 axb4 4.axb4 Qe6 5.b5 ±
2...a4 3.Bxe4 dxe4 4.b4 axb3 5.Qxb3 Rfb8 [5...Rxa3 6.Qxb7 ±] 6.Rc5 Qd6 7.a4 ±
(*1.b4 Qxb4 2.Bxe4* [*2.Rab1? Qe7* ∓] *2...dxe4 3.Qxe4 Rfe8* =)
(*1.Bxe4 dxe4* = [*1...Qxe4* =])
(*1.Kg2 f5 2.Rab1 g5 3.b4 f4* ∞)
(*1.a3 This move also prepares b4, but since white plays a4 if black stops b5 with ...a6, it is a tempo slower than 1.Rab1.*)

❾ 1.a5
Now black cannot stop a white pawn from breaking through.
1...Ke5 [1...Kf4 2.b5! +−]
2.b5 Kxd5 [1...axb5 2.a6 +−]
3.bxa6 Kc6
The doubled a-pawns prevent black's king from approaching because they control the b6 and b7 squares. And the black king can not leave c6 or white will promote. When black runs out of pawn moves, it's all over.
4.Kf2 d5 5.Kg3 d4 6.Kxg4 d3 7.Kf3 d2 8.Ke2 d1=Q+ 9.Kxd1 Kb5 10.a7 Kxa5 11.a8=Q+
(*1.b5? a5* −+)
(*1.Kd3? g3 2.Ke3 Ke5* −+)
(*1.Kf2? Ke5* −+)

❿ 10
Kd6 Qe7, Kf6 Qe7, Ke6 Qe7, Ke6 Qa8, Ke6 Qb8, Ke6 Qc8, Ke6 Qg8, Ke6 Qh8, Kd6 Qg8, Kf6 Qc8

Best Move Contest #83 (*page 114*)

❶ 1.Qh4
1...Bxf3 2.Qh6 [Δ 3.Qg7#]
1...Be7 2.Ng5 h5 [2...Bxf6 3.Qxh7#]
3.Qxh5 gxh5 [3...Bxf6 4.Qh7#] 4.Bh7#
1...h5 2.Qxh5 gxh5 3.Ng5 [Δ 4.Bh7#]
[3...Be4 4.Bxe4 Be7 5.Bh7#]
(*1.Qf4? Be7* =)

❷ 1.Nf6+
1...Kh8 2.Qxh7#
1...Nxf6 2.Qxf6! [2.Bxf6? Rfe8 −+]
2...gxf6 [2...Bd4 3.Bxd4 or 2...Qc6 3.Qxg7#]
3.Rg1+ Kh8 4.Bxf6#
1...gxf6 2.Rg1+ [2.Qxf6!? +−] 2...Kh8
3.Qxf6+ [or 3.Bxf6+] 3...Nxf6 4.Bxf6#
(*1.Bxg7? Qxd5* [*1...Kxg7? 2.Rg1+ Kh8 3.Nf6* +−]
2.Rg1 f5 3.Rd1 Qe6 =
2.Bf6 Qf5 [*2...Nxf6? 3.Rg1+* +−] *3.Rg1+ Qg6 4.Rxg6+ fxg6* −+)
(*1.0-0-0? f6* −+ [*1...Qc6* −+])

❸ 1.Rxg6+ hxg6
2.Rh1 [2.Qxh3? Bxh3 3.Rh1 Rxd5! −+]
2...Qxf3 3.Rh8#
Black also has several ways to delay mate.
2...Nc7 3.Qxh3 Bxh3 4.Rxh3 Nxd5 5.Rh8#
2...Rfe8 3.Qxh3 Bxh3
[3...Kf8 4.Qh8+ Ke7 5.Qf6+ Kf8 6.Qxf7#]
4.Rxh3 Re5 [4...Kf8 5.Bf6 Rd6 6.Rh8#]
5.Bxe5 Kf8 6.Bf6 Ke8 7.Bc6+ Rd7 8.Rh8#
2...Qh7 3.Rxh7 Kxh7 4.Qh1+ Bh3
5.Qxh3+ Kg8 6.Qh8#
(*1.Qxf4? Nb4* ∓ [*2.Qf6? Qd3+ 3.Ka1 Nc2+ 4.Kb1 Na3+ 5.Ka1 Qb1+ 6.Rxb1 Nc2#*])

❹ 1.Bb5 Qxb5 [1...0-0 2.Bxd7] 2.Qxf7#
(*1.Rxe6+? Qxe6* ∓ [*1...fxe6? 2.Qh5+* +−])
(*1.Qxd5? Bxh2+ 2.Kxh2 Qxd5* −+)

❺ 1.Rdxd7+ Rxd7 2.Qb5 Rxc7 [2...Kg6 3.Qxd7 or 2...Re7 3.Qxe8] 3.Qxe8
(*1.Rcxd7+? Rxd7 2.Qxe6* [*2.Qb5 Re7* ∓]
2...Qxe6 3.Rxe6 Rd4 ∓)
(*1.Rxe6? Rxc7* [*1...Qxe6* =] *2.Qxc7+ Rd7 3.Qd6* [*3.Rxe8 Rxc7* ∓] *3...Rxd6 4.Rxe8* ∓)

❻ 1.Bf5 Bg6 2.Qc4+ [2.Rc1+ Kd7 ±]
2...Kb8 3.Qxe6
2...Kd7 3.Rd1+ [3.Qxe6+ +–] 3...Ke7
4.Qxe6+ Kf8 5.Rxd8+ Be8 6.Rxe8#
(*1.Rc1+? Kd7 2.Bf5 Bg6* ±)

❼ 1.Rxc5! Kxc5 2.d4+
Black has the better ending and is about to win a pawn. So white sacks the exchange and draws by building a *fortress*. The white king hides behind a wall of pawns and black is unable to break through, even with an extra bishop. 2...Kc4 3.Ke2 Kb4 4.Kd2 Bc4 5.Ke1 Bd3 6.Kf2!?
[Another good line is 6.Kd2 Bf1 7.Ke1 Bh3 8.Kd2 Kc4 9.Ke1 Kd3? 10.d5 Kxe3 11.d6 +–]
6...Kc4 7.Ke1 Bc2 8.Kd2 Bb1 9.Ke2 Bd3+ 10.Kf2 = The door to the fortress is locked.
(*1.d4? Nd3+ 2.Ke2 Nxb2* –+)
(*1.dxe4? Nxe4+ 2.Ke2 Nxc3+ 3.bxc3 b2* –+)

❽ 1.Bxe6 fxe6 2.Nxe6
A typical sacrifice in the Sicilian Defence.
2...Qc6 [or 2...Qb6] 3.Nxg7+ Kf7 4.Nf5 +–
With three pawns for a bishop, better development, and an open black king, white has a winning advantage.
(*1.Bd3 b5* =) (*1.Bb3 Nc5* =)

❾ 1.Rxa7
White sacrifices the rook to get connected pawns on the sixth rank. [Ault 1993]
1...Rxa7 2.b6 +–
See exercises #53, #59.
(*1.Rd1 Rc7* ±) (*1.Rc1?! Kd8* =)
(*1.b6? axb6 2.Ra8+ Kf7 3.Rb8 Ke6!* ∓)

❿ knight, pawn

Best Move Contest #84 *(page 115)*

❶ 1.f7+
1...Kh8 2.Qf6#
1...Bxf7 2.Qf6 [Δ 3.Qg7#]
[2...Bc4 3.Qf8#]
1...Rxf7 2.Qe7! [2.Rxf7? Kxf7! –+]
2...Rxe7 3.Rf8#
2...Rxf1 3.Qg7#
2...Qd7 3.Qf8+ Rxf8 4.Rxf8#
2...Qc5 3.Qe8+ Rf8 4.Qxf8+ Qxf8 5.Rxf8#
2...Kh8 3.Rxf7 Bxf7 4.Qf8+ [4.Qf6+ +–]
4...Bg8 5.Bg7#
2...Rdf3 3.Qd8+ [3.Rxf3? Qxe2+ –+] 3...Rf8
[3...Qe8 4.Qxe8+] 4.Qxf8+ Rxf8 5.Rxf8#

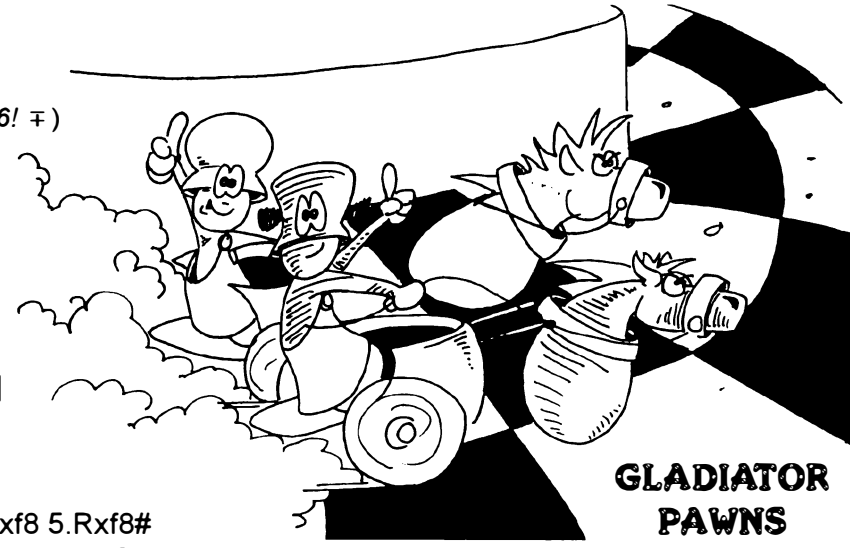
❷ 1.Nxg5+
1...hxg5 2.Be4+ Kh6 [2...Bf5 3.Bxf5+]
3.Rh8+ Bxh8 4.Rh7#
1...Kg6 2.Rxg7+ [2.Nxe6? Bxf8 –+] 2...Kxg7
3.Nxe6+ Kg6 [or 3...Kh7] 4.Be4#

❸ 1.Qd5
1...Bxb2 2.Qxf7#
1...e6 2.Qxe6
2...fxe6 3.Bxe6+ Qf7 4.Rxf6
4...Qxe6 5.Rf8#
4...Ra8 5.Bxf7#
4...Ra1+ 5.Kh2 Rh1+ delays mate
2...Ra8 3.Qxf6 [Δ 4.Qg7#]
2...Qe7 3.Qxe7 [3.Qc8+!?] 3...Bxe7
4.Bxf7#
2...Bg7 3.Qe8+ Bf8 4.Qxf8#
1...e5 2.Qxf7+ [2.Rxf6 also mates] 2...Qxf7
3.Rxf6 [then same as after 1...e6]
(*1.Rd1? Ra8* ∓ [*or 1...e6* ∓])

❹ 1.Re8 Kxe8 [1...Bc5 2.Rxh8 or 1...Kc6 2.a7] 2.a7 Bg7 3.a8=Q+
Obstruction sacrifice. The white rook shuts down traffic on the 8th rank.
(*1.a7? Bc5* –+) (*1.Ra1? Bg7 2.a7 Ra8* –+)

❺ 1.Rxb2 Qxb2 2.Qxc8+ Nxc8 3.d7
3...Qd4 4.dxc8=Q+
3...Qc2 [or 3...Nb6 or 3...Ne7] 4.d8=Q+
Another hard-working pawn gets promoted.
(*1.Qxc8? Nxc8 2.d7 Nb6* –+)

❻ 1.Qxd8 Rxd8 2.Rxd7+
2...Rxd7 3.f8=Q
2...Kc8? 3.Rxc8+ Kxc8 4.f8=Q+
(*1.Nd2? Qe6* ±) (*1.Rde1? Qc6* ±)
(*1.Rd6? Rxf7* = [*2.Rxf7? Qe1+* –+])

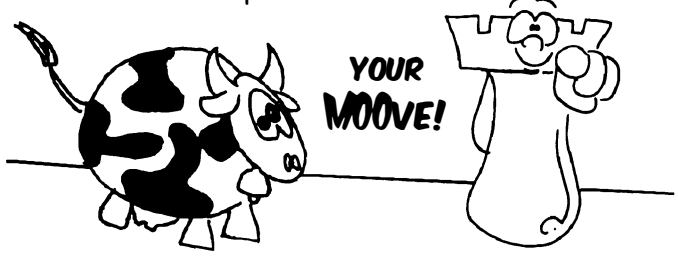


❼ 1.Qd2
1...Qxd2 2.Nxd2 = [2...Re2 3.Rc1!?]
1...Rd8 2.Rd1 Qxd2 3.Rxd2 Rxd2 4.Nxd2 = [or 3...Rc8 4.Ng3 =]
(*1.f3?!*
1...f5?! 2.Qd2 = [*2.Qb3+? Bf7* –+]
1...Qe6! 2.Qd4 [*2.Re1? f5* –+] *2...Bxe4*
3.fxe4 [*3.Re1 f5* ∓] *3...Qxe4 4.Qxe4 Rxe4*
5.Rc1 g6 6.Rc7 a5! ∓)

❽ 1.g6
White temporarily sacks a pawn to mess up the black pawn structure. This allows the white rook to stay on the seventh rank.
1...fxg6 2.Kg4! [2.Re7?! Kf8 3.Rxe6? Kf7 −+]
2...a5 3.a4 b6 4.Kg5 Kh7 [4...Rf8 5.Rxc7+−]
5.Re7 Rd8 [5...c6 6.Rxe6 −+] 6.Rxc7 +−
1...f5 2.exf6 e.p. gxf6 3.Kg4 a5 4.Kh5 b5
5.Kh6 c5 6.Rg7+ Kf8 7.Rh7 Kg8 8.g7 Kf7 [8...e5 9.Kg6 +−] 9.Rh8 Rg8 10.Rxg8 Kxg8 11.Kg6 e5 12.f5! e4 13.Kxf6 e3 [13...Kh7 14.Kf7 +−] 14.Kg6 e2 15.f6 e1=Q 16.f7#
1...f6 2.f5! exf5 [2...fxe5 3.fxe6 +−] 3.e6 Kf8
4.Kf4 a5 5.a4 b6 6.Kxf5 c6 [6...Kg8 7.e7 +−]
7.Rf7+ Kg8 8.Rb7 +−
(*1.Ke4* [*or 1.Kg4*] *1...g6! 2.a4 Kf8 3.a5 a6 4.b4 Ke8 5.Rd3 Ke7* = [*or 5...Rd8* =])
(*1.c4* [*or 1.b4 or 1.a4*] *1...g6!* =)

❾ 1.Bd5
White forces the black bishop into a passive position guarding b7. Then the white king forces his way forward to win the game.
1...Bc8 [1...Bxd5? 2.exd5 +−] 2.Kd4 Kf8!?
[2...Ke7 3.Kc5 Ke8 4.Kd6 Kf8 5.Kc7 +−] 3.e6!
3...f6 4.e5!
4...Ke7 5.exf6+ Kxf6 6.Ke4 Ke7 7.Ke5 +−
4...f5 5.Ke3 Ke7 6.Kf4 Bxe6 7.Bxe6 Kxe6
8.Kg5 Kxe5 9.Kxg6 Ke4 10.Kg5 +−
3...fxe6 4.Bc4 Ke7 5.e5! Bd7 6.Bd3
The black bishop is *bad* because all the black pawns are stuck on the same colour as their bishop. Black cannot defend all three weak points [b7 e6 g6].
6...Be8 7.Be4 +−
6...Kf7 7.Be4 Bc8 8.Kc5 Kg7 9.Kd6 +−
(*1.Bxe6? Trading down to a pawn up pawn ending, but the doubled pawns make it drawn. 1...fxe6 2.Kc4 Kd7 3.Kc5 Ke7* =)
(*1.Ba4+ Bd7 2.Bb3* [2.Bxd7? Kxd7 −+] *2...Be6 just repeats the position.*)
(*1.Bc4? Bxc4! 2.Kxc4 Ke7!*
3.Kd5 Kd7 4.e6+ fxe6+ 5.Ke5 Ke7 =
3.Kc5 Ke6! 4.Kd4 Ke7 5.Kd5 Kd7 =)
(*1.Kb4? Bxb3 2.Kxb3 Kd7* −+)

❿ Pawns cannot go backwards.
Pawns capture differently than they move.
Pawns can be promoted.



Best Move Contest #85 (*page 116*)

❶ 1.Rgh3
1...Bxg6 2.Rh8#
1...Bxh3 2.Qh7+ Kf8 3.Qh8#
1...Bh6 2.Rxh6 Bxh3 [2...Bxg6 3.Rh8#]
3.Qh7+ Kf8 4.Qh8#
(*1.Qh5? Rff8!* =)

❷ 1.Nxb7+
1...Kxe7 2.Rf7#
1...Bxb7 2.Rfxe8#
1...Kc8 2.Be6#

❸ 1.Rg4+ fxg4 2.Qg5+ Kh8 3.Qh6
3...f5 [or 3...Ne4] 4.Qxf8#
3...Rbb8 [or 3...Rfb8] 4.Qxh7#
(*1.Rh4? Rfb8* =)

❹ 1.Qg6+ Kxg6 [1...Kg8 2.Bxe4]
2.Bxe4+ Kf6 [2...Kh5 3.Bxd3]
3.Bxd3 [or 3.Rg6+! Ke5 4.Bxd3]
(*1.Bxe4+? Qxe4+ 2.Rg2 Rc1#*)
(*1.Qd7? Qe2* [*or 1...Qe3*] *2.Bh3* (*or 2.Bf1*) *2...Qf3+ 3.Bg2 Qf5 4.Qxg7+!? Kxg7 5.Bxe4+ Qg5 6.Rxg5+ hxg5* ∓)

❺ 1.Rxh4 Qxh4 [1...Re8 2.Nf3] 2.Qxf8+
2...Kxf8 3.Ng6+ Kf7 4.Nxh4
2...Kh7 3.Bxf5+ [3.Nf7 +−] 3...Bxf5
4.Qxf5+! [4.Qxa8? Qxf2 =] 4...Kg8
5.Qf7+ Kh7 6.Rg1

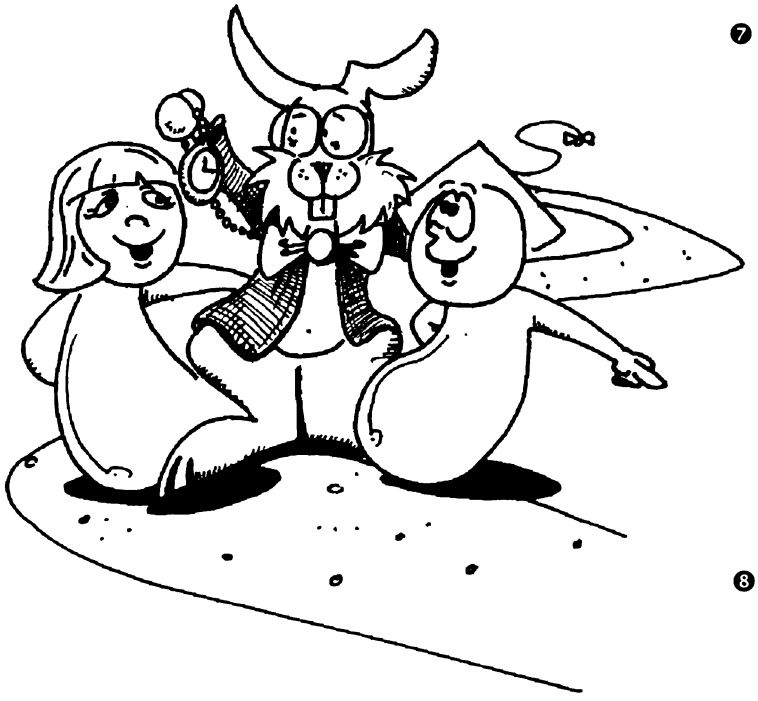
❻ 1.Bxf7+
1...Kxf7 2.e6+ Bxe6 3.Qxa5
1...Kf8 [or 1...Kd8] 2.Bxg6 [2...hxg6? 3.Qxh8+]
(1.Ng5? Qc5+ 2.Kh1 Qxc4 −+)

❼ 1.Rh8+
White saves the day by forcing a draw.
1...Kxh8 [1...Kg7? 2.Rg8+ Kh7 3.Rxg5 +−]
2.Qh6+ Qxh6 ½-½ stalemate
(*1.Qxd6? Qg1+ 2.Kd2 Qe1#*)
(*1.Qg6+ Qxg6 2.hxg6+ Kxg6* −+)

❽ 1.Rxc6+ bxc6 2.Rxe4+ Kd7 3.Rxe8 Kxe8 +−
White is up the exchange for a pawn, but it is hard to convert this material advantage into victory because of the strong black bishop and passed e-pawn. So white gives up a rook to get rid of them both, and then trades into a won pawn endgame.
"Giving back the ex" is a typical winning method in rook vs. minor piece endings.
4.Kd4 Kd7 5.Kc5 White has the better king position and can make an outside passed pawn. 5...Kc7 6.b3 f5 7.h4 Kd7 8.a4 bxa4 9.bxa4 Kc7 10.a5 Kb7 11.g3 Ka6 [11...Kc7? 12.a6 +−] 12.Kxc6 Kxa5 13.Kd6 White gets a big head start in the race back to the kingside. 13...Kb5 14.Ke6 Kc4 15.Kf6 Kd4 16.Kxg6 Ke4 17.Kxh5 1-0

❾ 1.Kf4 Kb3 2.Ke5 Kc4 [2...Kc2 3.d4] 3.d4 +–
[Moravec 1952] See exercise #28.
(*1.Ke3? Kb3 2.Kd4 Kc2 3.d3 Kd2* =)
(*1.d3? Kb3* =)
(*1.d4? Kb3 2.Kf4 Kc3 3.Ke3!* [*3.Ke5? Kc4* –+]
3...Kc4 4.Ke2! Kxd4 5.Kd2 =)

❿ 19
from e4 to c6 or g6: 1 path
from c6 or g6 to e8: 1 path
from e4 to d6 or f6: 2 paths
from d6 or f6 to e8: 2 paths
from e4 to e6: 3 paths
from e6 to e8: 3 paths
(1x1) + (1x1) + (2x2) + (2x2) + (3x3) = 19



Best Move Contest #86 (*page 117*)

❶ 1.Qxd7+ Nxd7 2.Nd6#
(*1.Nd6+? Ke7* =) (*1.Rxd7? Qf1#*)

❷ 1.Qd6+
1...Rxd6 2.Ne8#
1...Kg7 2.Qxe7+ [2.Ne6+ Kh8 3.Qxd8+ Ng8
4.Qxg8+! Kxg8 5.Nf4+ Kg7 6.Nxe2 ±]
2...Kh8 3.Qxd8+ Kg7 [3...Kh7 4.Qg8#]
4.Qg8+ Kf6 5.Nd5# [or 5.Qf7# or 5.Qf8#]

❸ 1.Qg7+ Kxg7 2.Nf5+ Kg8 3.Nh6#
(*1.Nxe6?* [*or 1.Nxc6? or 1.Nf5?*] *1...Qa1#*)

❹ 1.Bf7
1...Rxf7 2.Qg8#
1...Bxf7 2.Qe5+ Qf6 (2...Qg7 3.Qxg7#)
3.Qxf6#
1...Qf6 2.Qg8+ Rxg8 3.Rxg8#
1...Qc1+ [only way to avoid mate] 2.Rxc1 Bxf7
[3.Rg1 Bg6 (*3...Rg8 4.Qe5+*) 4.Qe5+ Kg8
5.h4 Rxf2 (*5...Kf7 6.h5 Bc2 7.Rg7#*) 6.h5]

❺ 1.Qd5+
1...Kc8 2.Qc6
2...Rxd7 [or 2...Qxd7] 3.Qa8#
2...Qd8 [only way to stop mate] 3.Rxd8+
2...Re6 3.Qxc7#
2...Kb8 3.Qxc7+ Ka8 4.Qb7#
1...Kb8 2.Rd8+ Qxd8 3.Qxd8+ Kb7 4.Qxe7
1...Ka6 2.Qc4+ Kb7 [2...Ka5 3.Qb5#]
3.Qxc7+ Ka6 [or 3...Ka8] 4.Qxa7#

❻ 1.Bh7
1...Qxe2 2.Bh6#
1...Rxh7 2.Qxb2
1...Nxh7 2.Bxe7+! Rxe7 3.Qxb2
(*1.Nxf7? Kxf7 2.Bg6+ Kxg6 3.Qxb2 Kxg5* ∓)
(*1.Bc1?* [*1.Rb1? Qc3* =] *1...Qc3 2.Bb3* ±)

❼ 1.Qxc8
A surprise sacrifice that wins material and avoids disaster on the back rank.
1...Ne2+ [1...Qxc8 2.Rxc8 Ne2+ is the same.]
2.Kh1 Qxc8 [2...Rxc8? 3.Rxc7 Rxc7 4.Rf8#]
3.Rxc8 Rxc8 4.Bd1! [or 4.Bc6±] 4...Nc1
[4...g6 5.Bxe2 +– or 4...d4 5.Bxe2 d3 6.Bg4 +–]
5.Bg4! Rd8 [5...Rc7 6.Rf8#] 6.Rxc1 +–
(*1.Rxc7? Ne2+ 2.Kh1 Rxf1#*)
(*1.exd4? Qxc1! 2.Rd1* [*2.Rxc1 Rxc1+* –+]
2...Qe3+ 3.Kh1 Rc1 –+)
(*1.Rxf8+? Rxf8 2.Rxc7 Ne2+ 3.Kh1 Rf1#*)
(*1.Qxd5? Ne2+* (*or 1...Qxc1* –+) *2.Kh1 Qxc1 3.Rxc1 Rxc1+ 4.Qd1 Rf1+ 5.Qxf1 Rxf1#*)
(*1.Qxa6? Qxc1! 2.exd4* [*2.Rxc1 Rxc1+ 3.Qf1 Rxf1#*] *2...Qe3+ 3.Kh1 Rc1* –+)

❽ 1.Kd2
This position is complex and balanced. White is up a pawn, but black has active pieces and the white queen is out of play. More importantly, the white king is on the brink of disaster. If he doesn't run for safety on the kingside, he will perish on the queenside when black opens the b-file.
1...b4 2.axb4 Rxb4 [2...Nxb4 3.Qxe5 f6 4.Qc7 ±]
3.Ke3! Ra4 4.Kf2 ±
Happily moving into his new castle.
3.Ke1?! Qc2! 4.Bxb4 [4.Rd2 =] 4...Rxb4
5.Rd2 Qb1+ 6.Rd1 = [6.Bd1? Rd4 ∓]
3.Bxb4? Qxb4+ 4.Ke3 Qc5+ 5.Kd2 Rxb2+
6.Ke1 Qe3 7.f4 Bc4 –+
1...Nd4 [or 1...Bc4] 2.Ke3 ±
1...f6!?
2.f4!? is a good way to complicate things.
2.Ke1 b4 3.axb4 Nxb4 4.Kf2 =
2.Ke3 b4 3.axb4 Nxb4 4.Kf2 =
White has an extra pawn, but black has active pieces and the white queen is out of play. [4...Na2 5.Bd2! Qxb2 6.Be3]

And what if the king stays where he is:
(*1.Bxe5? Nxe5 2.Qxe5 Rc8+ 3.Kd2* [*3.Kb1 Qa2#*] *3...Rc2+ 4.Ke1 Qe3* −+)
(*1.Bd3? b4!*
2.Bc2 Qa2 3.axb4 [*3.Bb1 Qa1*] *3...Rxb4* −+
2.axb4 Nxb4 3.Qxe5 f6! 4.Qd4 R6b7 −+
5.f4 [*5.Bb1 Rc7* −+] *5...Rd7 6.Qe3 Rxd3*
7.Qxd3 [*7.Rxd3 Qc2#*] *7...Nxd3+ 8.Rxd3* −+)
(*1.Rd6? b4*
2.axb4 Nxb4
3.Bxb4 Rc8+ 4.Bc3 Qxb2+ 5.Kd1 Qxc3 −+
3.Rd2 Na2+ 4.Kb1 Nxc3+ −+
2.Bd1 Qa2! 3.axb4 Rxb4!
4.Kd2 Rxb2+ 5.Bxb2 [*5.Ke1 Rg2*] 5...Rxb2+
6.Ke1 Qa5+ 7.Kf1 Bc4+ 8.Kg1 Qe1#
4.Bxb4 Qa1+ 5.Kd2 [*5.Kc2 Rxb4* −+]
5...Qxb2+ 6.Ke3 Qxb4 −+)
(*1.Rd3? b4 2.axb4 Nxb4 3.Rd2 Na2+*
4.Kb1 Nxc3+ −+)

❾ 1.b6 axb6 2.Ra8+ Ke7 3.Ra7+ [or 3.c7!]
3...Ke6 4.Rxf7 Kxf7 5.c7 +–
(*1.Rxa7? Rxa7 2.b6 Ra1+! 3.Kg2 Kd8!* −+)
(*1.Re1 Re7* ±) [Ault 1993]

❿ pawn
Since a pawn is the least valuable piece, opposing pieces will not normally move to a square that is defended by a pawn.

Best Move Contest #87 (*page 118*)

❶ 1.Rf6+ Bxf6 2.Nf5+ Kh5 3.Bf7#
(*1.Nf5+? Kh5*
2.Bf3+ Qxf3 3.Ng7+! Kh6 [*or 3...Kxh4*]
4.Rfxf3 =
2.Rxe7? Qf1+ [*2...Rxe7 3.Rg5#*] *3.Kb2 Qxf5* −+
2.Ng7+ Kxh4 3.Nf5+ Kh5 4.Ng7+ =)

❷ 1.Qxg5+ fxg5 2.Nh5#
(*1.Nf5+? Nxf5 2.Bxf5 Qf4+ 3.Kb1 Qxf5+* −+)
(*1.Qxh6+? Kxh6 2.Nf5+*
2...Kh5? 3.g4+ Kg6 4.Ne7+ Kh6 5.Nf5+ =
2...Kg6 3.Rg8+ Rg7 [*3...Kh5? 4.g4#*]
4.Rxg7+ Qxg7 −+ [*4...Kh5? 5.g4#*])

❸ 1.Rf6+
1...Bxf6 2.Qe6+ Kf8 [or 2...Kg7 3.Qxf6+]
3.Qxf6+ Kg8 [3...Rf7 4.Qxh8#]
4.Qxh8+ Kf7 5.Qg7# [or 5.Qe8#]
4.Re8+ Kh7 5.Rxh8#
4.Qxg6+ Rg7 [or 4...Kf8] 5.Re8#
1...Kg8 2.Qe8+
2...Kh7 3.Qxg6+ Kg8 4.Re8#
2...Bf8 3.Rxf8+ Kh7 4.Rxh8#
(*1.Qg3? g5* =)

❹ 1.Re8+ Kh7 2.Re5
2...Bd3 3.Bg8+ [3.Be4+ +–] 3...Kxg8 4.Rxc5
2...g6 [or 2...Bg6] 3.Bg8+ Kxg8 4.Rxc5
2...Kg6 3.Bf7+ Kxf7 4.Rxc5
2...Rxd5 3.Rxd5

❺ 1.Nc6
1...Rxe3 2.Qd8#
1...Rxc6 2.Rxe8+ Kd7 3.Rd8#
1...bxc6 2.Rxe8+ Kb7 3.Qd8! [forces mate]
1...Nxc6 2.Rxe8+ Kd7 [2...Nd8 3.Qxd8#]
3.Qe6#
1...Qd7 [or 1...Qg8] 2.Rxe8+ Qxe8
3.Qf5+ Qd7 4.Qf8+ Qd8 5.Qxd8#
1...Rh8 [1...Re2 2.Rxe2]
2.Qe6+ [2.Nxb4 axb4 3.Re7 +–] 2...Qd7
3.Na7+ [3.Ne7+! Kd8 4.Qf6 +–]
3...Kb8 4.Qxd7
3...Kd8 4.Qf6+ Qe7 5.Qxe7#
(*1.Rae1? b6* ∓ [*1...Rg8* =])

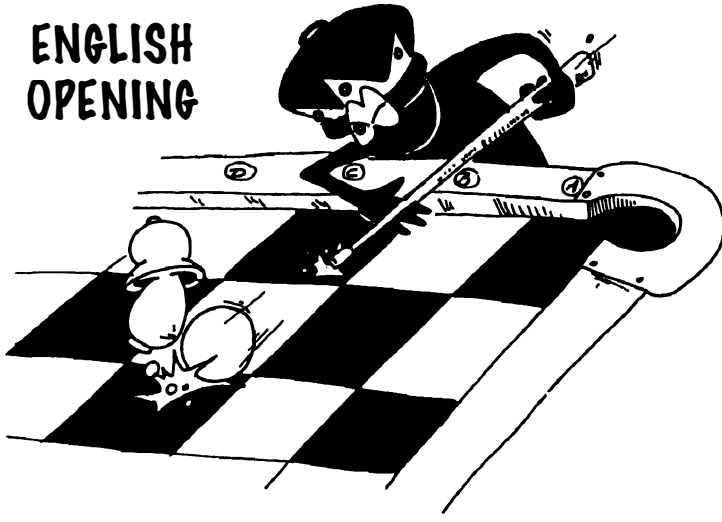
❻ 1.Bh6
1...Bf6 2.Bxg7
2...Bxg7 3.Qh5 A wicked *ambush*!
3...h6 4.Bh7+ Kxh7 5.Qxc5
3...Rd5 4.Qxh7#
2...Rfe8 3.Bxf6+ Kf8 4.Qg7#
1...g6 2.Bxf8 [2.Bd7 +–]
2...Bxf8 3.Be4
2...Qxf5 3.Qxf5 gxf5 4.Bxe7

❼ 1.Qe8+ Rxe8 2.Nf7+ Kg8 3.Nxh6+ gxh6 4.hxg3 +–
White stops both mate threats [Qxg2# and Qxh2#] and simplifies to a won endgame.
(*1.Nf3? Rxh2+!* [*or 1...Bxf3 2.Rxf3 Qxh2#*]
2.Nxh2 [*or 2.Kg1*] *2...Qxg2#*)

❽ 1.Bh1
White's best chance for an advantage is to keep the fianchettoed bishop. There may be some fun later on the long diagonal. You weren't looking for tactics, were you?
(*1.Ng5+? hxg5 2.Bxa8 Rxa8* ∓ [*3.Bxg5? Qc6!*])
(*1.Ne5? dxe5 2.Bxa8 Rxa8* ∓)
(*1.Bc3* [*or 1.Rab1 or 1.e4*] *1...Bxg2 2.Kxg2* =)

❾ 1.Qb8
The queen takes control of the "checking diagonal" [b8-h2] leading to her king, and gets ready to advance the b-pawn. The main defensive idea in queen endgames is *perpetual check*. Now black has no checks.
(*1.b6? Qd6+ 2.Kh1 Qxb6* ∓)
(*1.g4? Qe2+ 2.Kg3 Qxb5* ∓)
(*1.Qc6? Qe5+*
2.g3 Qe2+ 3.Qg2? Qxb5 ∓
2.Kh1 Qe1+ 3.Kh2 Qe5+ = perp)

❿ Kg8 Qa1 Rc2 Rd3 Bf4 Bg4 Nb5 Nb6



Best Move Contest #88 (*page 119*)

❶ 1.Rxg7+ Bxg7 [1...Kh8 2.Rg8#] 2.Rxg7+ Kh8 3.Rg8+ Kxg8 4.Qg6+ Kh8 5.Qg7#
(*1.Nxg7?* [*or 1.Rxf6? or 1.Nxf8*] *1...Rxa3+ 2.bxa3* [*or 2.Kb1*] *2...Qb2#*)

❷ 1.Bxg7+ Kg8 2.Bh8!
[2.Bxf6? Kxf7 3.Qh5+ Kxf6 4.Rf1+ Ke7! =]
[2.Qxf6? a1=Q 3.Bh6 Qxe1+ 4.Kh2 Nf3+! 5.Qxf3 (*5.gxf3 Qxc2+*) 5...Qb6 −+]
[2.Qh5? a1=Q 3.Bxf6 (*3.Rxa1 Rxa1+ 4.Kh2 Qc1* −+) 3...Qxe1+ 4.Kh2 Qh1+! 5.Kxh1 Qc1+ 6.Kh2 Qf4+ −+]
2...Kxf7 3.Qxf6+ Kg8 4.Qg7#
2...Kxh8 [or 2...a1=Q] 3.Qxh7#
2...h6 3.Rg7+ Kxh8 [3...Kf8 4.Qxf6#] 4.Qxh6#
2...h5 3.Qxh5 a1=Q 4.Qh7#
(*1.Rxg7? Qb6!* −+ [*1...a1=Q? 2.Qxf6* +−])
(*1.Rxf6? a1=Q* −+ [*1...Bxh6* −+])

❸ 1.Re8+ Bf8 [1...Kh7 2.Qf5#] 2.Rxf8+
2...Kxf8 3.Nf5+ Kg8 [3...Ke8 4.Qe7#] 4.Qf8+
4...Kxf8 5.Rd8#
4...Kh7 5.Qxf7+ Kh8 6.Rd8#
2...Kh7 3.Qf5+ Kg7 4.Qxf7#
2...Kg7 3.Ne8+ Kh7 4.Qf5#

❹ 1.Ra5
1...Rxb3 2.Rxa8+ Be8 3.axb3
1...Qxa5 2.Qxb8+ Be8 [2...Kh7 3.Qh8#]
3.Qxe8+ Rf8 [or 3...Kh7] 4.Qxg6#
1...Qb7 2.Qxb7 Rxb7 3.Ra8+ Be8 4.Rxe8+
4...Kf7 5.Rd8 [5...Rb5 6.Rd7+ Ke8 7.Ra7]
4...Kh7 5.Rh8#
4...Rf8 5.Rxf8+ Kxf8 6.Nxd5

❺ 1.Re7
1...Rf8 [1...Bxe7 2.Qxb5] 2.Rxb7 Qc5 3.Qxb4
1...Rd7 [or 1...a5] 2.Qxf7+ Kh8 3.Qxh7#

❻ 1.Nh6+ Kh8 2.Qxe5 Qxe5 3.Nxf7+
3...Kg8 4.Nxe5
3...Rxf7 4.Rd8+ Qe8 5.Rxe8+ Rf8 6.Rxf8#
(*1.h6?* [*or 1.Rg1?*] *1...Bf4+ 2.Kb1 Bxg5* −+)

❼ 1.Rxb6
White is going to lose material. That is the signal to look for a desperado!
1...axb6 [1...Bxf3?! 2.Rb1 ±] 2.Kg2 =
[2.Nd2? Re1+ 3.Nf1 (*3.Kh2 Rh1#*)
3...Bf3 4.Bf4 (*4.Rc8+ Kh7 5.Rb8 Be2* −+)
4...Be2 5.Rc1 Rxc1 6.Bxc1 Bxg4 −+]
(*1.Nd2? Re1+ 2.Nf1* [*2.Kh2 Rh1#*] *2...Bxb3* −+)
(*1.Rxa7? Bxb3* −+ [*2.Rb7? Bd5 3.Rxb6 Bxf3*])
(*1.Ra3 Bxf3 2.Kh2* (*2.Raxa7 Re1+ 3.Kh2 Rh1#*)
2...Bxg4 3.Raxa7 Bxf5 4.Rxf7 Bxd3 −+)

❽ 1.Nxd5 Thanks for the pawn!
1...cxd5 2.Qb5+ Qd7 [2...Kf8? 3.Bxb4! +−]
3.Qxd7+ [3.Qxb4 ± Up a pawn, it's usually better to trade queens.] 3...Kxd7 4.Bxb4 ±
1...Qd6? 2.Nxb4 Be4 3.Ne5!? [3.g3 +−]
3...Nxe5 4.dxe5 Qxe5 5.f3 Bg6 6.Bc3 +−
(*1.h3 Nf6* ∓) (*1.a3 Bd6* ∓) (*1.Rac1 0-0* ∓)

❾ 1.e6
The pawn is sacrificed to make a pawn structure where white wins by outflanking. [Crum 1914] See exercises #28, #76.
1...fxe6 2.e5!
2...Ke7 3.Kc5 Kd7 4.Kb6 +−
2...Kg7 3.Kc5 Kg6 4.Kc6! Kg5 5.Kd7! Kf5 6.Kd6 +−
1...Ke7 2.exf7 Kxf7 3.Kd5 Ke7 4.Ke5 +−
1...f6 2.Kc5!
2...Ke8 3.Kd6 [see 2...Ke7]
2...Ke7 3.Kd5 Ke8 4.Kd6 Kd8 5.e7+ Ke8 6.Ke6 f5 7.Kxf5 Kxe7 8.Ke5 +−
(*1.Kd5? Ke7* =) (*1.Kc5? Ke7 2.Kd5 Kd7* =)

❿ king, rook, pawn

Best Move Contest #89 *(page 120)*

❶ 1.Qh7+ Kf8 2.Qh8+ Ke7 3.Nf5+ exf5 4.Bc5#

❷ 1.Qxh7+ Kxh7 2.Ng5+ Kh8 3.Rh6+ gxh6 4.Rh7#
(1.Ng5? Qc1+ [1...Qxf2+ ∓] 2.Kh2 Qxg5 −+)

❸ 1.Qxg6
1...f6 [or 1...b4] 2.Qxg7#
1...fxg6 2.Rxg7+ Kh8 3.Rdd7!
[3.Rxc7+? Kg8 −+ or 3.Rxg6+? Kh7 −+]
[3.Rf7+ Kg8 4.Rg7+ repeats]
[3.Re7+? Rf6! 4.Bxf6+ Kg8 5.Rdd7 Qf3 6.Rg7+ Kf8 =]
3...b4 4.Rh7+ Kg8 5.Rdg7# [or 5.Rh8#]
3...Rxf2 4.Rh7+ [4.Rxg6+ Rf6 5.Bxf6#]
4...Kg8 5.Rh8#
3...Rf7 4.Rgxf7+ Kg8 5.Rh7 [Δ 6.Rh8#]

❹ 1.Bd5+
1...Qxd5 2.Qxe3 [2...Bxf1? 3.Qe8#]
1...Bxd5 2.Qxc5
1...Kh8 2.Qxc4

❺ 1.Ra8+
1...Bxa8 2.Qxa8+ Qf8 3.Bh7+ Kxh7 4.Qxf8
1...Bc8 2.Rxc8+ [2.Bxc8 +−] 2...Rxc8 3.Bxc8
1...Rc8 2.Qxb7 [2.Rxc8+ +−] 2...Qxb7 3.Rxc8+ Qxc8 4.Bxc8
1...Qf8 2.Rxf8+ Kxf8 3.Qxb7

❻ 1.Qc6+
1...Qxc6 2.Rxb8+ Kxb8 3.d8=Q+ Qc8 [or 3...Kb7] 4.Qxe7
1...Rb7 2.Qxb7+ Qxb7 3.d8=Q+ Qb8 4.Qxb8#
(1.Rfc1? Qxg3+ −+ [1...Rxb1? 2.Qc8+ +−])
(1.Rxb8+? Kxb8 2.Rb1+ [or 2.Qb5+] 2...Bb6 ∓)

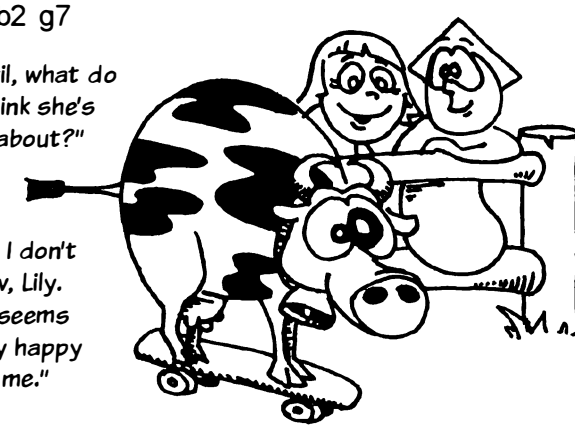
❼ 1.Qd4
White is forked and down two pawns, but a sneaky "disco mate" threat scores the point.
1...Nxf1? [or 1...Bc5?] 2.Ng6+ hxg6 3.Qxg7#
1...Bf6 [or 1...Rf6] 2.Qxe3 +−
1...Kg8!? 2.Nxd7 [2.Qxe3 +−]
2...Rxd7? 3.Qxg7#
2...Bf6? 3.Nxf6+ Rxf6 4.Qxe3 +−
2...Rf7 3.Bh5
3...g6 4.Qh8#
3...Nxf1 Bxf7+
3...Qxd7 4.Bxf7+ Kxf7 5.Qxe3 +−
(1.Qd2 [or 1.Qe2] 1... Nxf1 −+)
(1.Ng6+? hxg6 2.Qd4 Bf6 3.Qxe3 Bxb2 −+)
(1.Qc1? Bc5! [1...Qxc1 2.Rfxc1 Bc5 ∓]
2.Rf2 Nc4 −+
2.Qc3? Nd1+! 3.Kh1 Nxc3 −+
2.Re1 Nc2+ 3.Kh1 Nxe1 −+)
(1.Rc1? Bc5! [1...Qxe5!? ∓] 2.Qd3 Nxf1+ −+)

❽ 1.dxe6 Rxd1 2.exf7+ Kf8 3.Raxd1 ±
Rather than lose a pawn, white trades a queen for rook, bishop, and pawn. This is normally an equal exchange, but here white even gets the advantage.
3...Qb4! 4.b3 ±
3...Qxb2? 4.Nf3!
4...Nc6 5.Ng5 Qc2 6.Rd7! +−
4...b5 5.Be6 Ra8 [5...Rb8 6.Ne5 +−]
6.Ng5 Qc2 [6...g6 7.Rd7+−] 7.Bb3 Qg6 8.Ne6+ Kxf7 9.Nf4+ +−
3...Nc6 4.Nf3 Nd4 5.Ng5 Qg6 6.Re5! b5 7.Rde1 +− [7...bxc4 7.Re8+]
(1.Qe2 Nxd5 ∓) (1.Qf3 Bxd5 ∓)
(1.Re5 Qxb2 ∓
2.Rg5 [2.Rb1? Qxe5] 2...Nxd5 3.Bxd5 Bxd5
4.Rxd5? Rxd5 5.Qxd5 Qxa1+ −+
2.Qe1!? Bxd5!
3.Rxe7 [3.Rb1 Qc2 4.Rc1 Qa4] 3...Bxc4 −+
3.Bxd5 Nxd5 4.Rb1 Qxa2 5.Rxb7 Qa6 ∓)

❾ 1.Rd3 The white rook heads for b8 and prevents the black king from reaching c7.
1...Ke6 2.Rd8 Ke7 3.Rb8! Rh1 4.Kb7!
[4.Rb7+? Kd6 = (5.Kb8? Rh8#)]
Now the white king does the "old zigzag".
4...Rb1+ 5.Kc6 Rc1+ 6.Kd5 Rd1+ 7.Kc4 Rc1+ 8.Kd3 Rd1+ 9.Kc2 +−
(1.Re3+? [or 1.Rh3? Kd6 =] 1...Kd6 2.Re8 Kc7 White's king cannot escape from the corner. 3.Rb8 Rh1 4.Rb7+ Kc8 5.Rb8+ Kc7 =)
(1.Rc3? Kd6 2.Rc8 Rh1! [2...Kd7? 3.Rb8 Ra1 4.Kb7 Rb1+ 5.Ka6 Ra1+ 6.Kb6 Rb1+ 7.Kc5 +−] 3.Kb7 Rb1+ 4.Ka6 Ra1+ 5.Kb6 Rb1+ = The black king stops white from going to c5.)
(1.Ra6!? White can also win by cutting the black king off along the 6th rank, but this line is very tricky. 1...Kd5 2.Rh6 Kc5 3.Rh8 Kc6 4.Rc8+! [4.Rb8? Rh1 5.Rc8+ Kd6! =] 4...Kd6 5.Rb8 Rh1 6.Kb7 Rb1+ 7.Kc8 Rc1+ 8.Kd8 Rh1 9.Rb6+! [9.Ke8? Rh8+ 10.Kf7 Rh7+ =] 9...Kc5 10.Rc6+! [10.Ra6? Rh8+ 11.Ke7 Rh7+ = or 10.a8=Q? Rh8+ =] 10...Kb5 [10...Kxc6 11.a8=Q+] 11.Rc8! Rh8+ 12.Kc7 Rh7+ 13.Kb8 +−)

❿ b2 g7

"Hey, Kiril, what do you think she's mad about?"



"Gee, I don't know, Lily. She seems pretty happy to me."

Best Move Contest #90 *(page 122)*

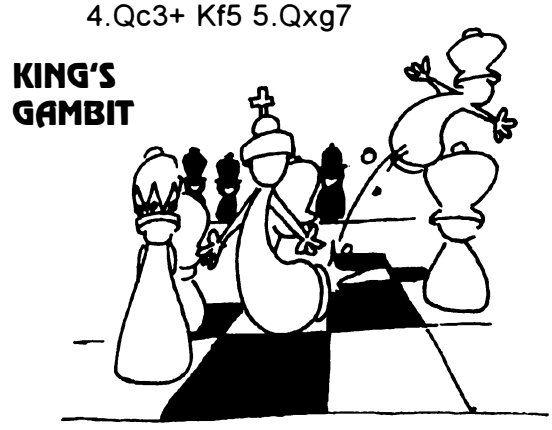
❶ 1.Nh6+
1...gxh6 2.Qg6+ Kh8 3.Rxh6#
1...Kh8 2.Nxf7+ [2.Ng4+ Kg8 3.Qh7#] 2...Kg8
3.Rh8# [or 3.Qh7#]
(1.Ne7+? Qxe7 −+ [1...Nxe7? 2.Qh7#])
(1.Qh4? Qd2+ 2.Kf1 Qc1+ 3.Ke2 Rfe8+
4.Ne3 [4.Kf3 Rd3+] 4...Rd2+ 5.Kf3 Rxe3+!
6.fxe3 Qf1+ −+)
(1.Qg4? Qd2+ 2.Kf1 Qc1+ 3.Ke2 Rfe8+ −+)

❷ 1.Bxc5 dxc5 [1...fxe4 2.Qxa7#] 2.Nxc5
2...Rb8 [2...c6 2.Qb7#] 3.Rd8!
3...Qxd8 4.Qc6+ Rb7 5.Qxb7#
3...Qb5 4.Qxb5 Rgxd8 [4...Rbxd8 5.Qb7#]
5.Qc6+ Rb7 6.Qxb7#
3...Qe7 [or 3...Rxd8] 4.Qb7#
2...Qb5 3.Qxb5 Rb8 4.Qc6+ Rb7 5.Qxb7#
(1.Nxc5? Rb8! ∓)
(1.b4? Ne7! ∓ [2.Nxc5 Qc6 or 2.bxc5 Qc6])

❸ 1.Bg7+ Rxg7 2.Rc8+ Rg8 3.Qg4
3...Rxc8 [3...Qd8 4.Rxd8] 4.Qg7#
3...Bxf5 4.Qxg8# [or 4.Rxg8#]
3...Qe6 4.Qg7# [or 4.Rxg8#]

❹ 1.Bxe5 Qxc2 [1...Rxe5 *(or 1...Bxe5)* 2.Qxc6]
2.Rxc7+ [2.Rxc2? Rd1+ 3.Rc1 Rxc1#]
[2.Ba6+? Kb8 3.Bxc7+ Ka8 −+]
2...Qxc7 3.Rxc7+ Kb8 4.Re7+!
4...Kc8 5.Ba6#
4...Ka8 5.Bg2+ mates
4...Rd6 only way to avoid mate
5.Rxe8+! [5.Bxd6+ +−] 5...Kc7 6.Re7+
2...Kb8 3.Re7+! [3.R7xc2+? Rxe5 −+]
3...Kc8 4.Ba6# [or 4.Rxc2#]
3...Ka8 4.Bg2+ mates
3...Qc7 4.Rcxc7! [4.Bxc7+ +−]
3...Rd6 4.Bxd6+ Kc8 5.Rxc2+
(1.Bb5?! Qxb5 2.Bxe5 Qxe5 3.Qxc7+ Qxc7
4.Rcxc7+ =)
(1.Ba6+? Kb8 −+)

❺ 1.Qe8+ Kf5 [1...Qf7 2.Qxe4+] 2.Qc8+
2...Kg6 3.Qe6+ Kh7 4.Qxe4+
2...Kf6 3.Be5+ Kxe5 [3...Kg6 4.Bxg7]
4.Qc3+ Kf5 5.Qxg7



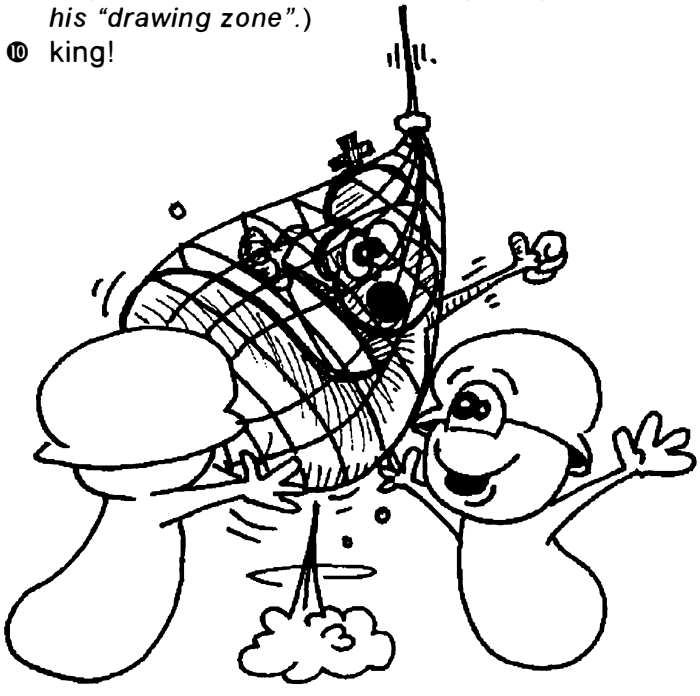
❻ 1.Qc8+
1...Kf6 2.Qxf8+ Ke6 3.Qxf2
1...Kf4 2.Qxf8+ [see 1...Ke4 2.Qa8+ Kf4]
1...Ke4 2.Qa8+! [2.Qc6+ Kf5 repeats]
[2.Qb7+? Kf4 −+]
2...Kf4 [2...Ke3 3.Qa7+ +−]
3.Qxf8+
3...Ke4 4.Qxf2
3...Ke3 4.Qc5+ Kd2 5.Qxf2+
3...Kg3 4.Qf3+!
[4.Qxf2+? Kxf2
5.a4 *(5.Bxc4? bxc4 6.a4 e4 −+)* 5...Kxf1
6.axb5? e4 7.b6 e3 8.b7 e2
9.b8=Q e1=Q 10.Qf8+ Qf2! −+
6.a5 e4 7.a6 e3 8.a7 e2 9.a8=Q e1=Q
10.Qf3+ Qf2 11.Qd1+ =]
4...Qxf3 5.gxf3
5... Kxf3 6.a4 [6.Bg2+ Ke3 7.Bc6 +−]
6...bxa4 7.Bxc4
5...Kf2 6.Bg2 [6.a4? Kxf1 7.axb5 e4
8.b6 *(8.fxe4 g4 −+)* 8...e3 9.b7 e2
10.b8=Q e1=Q 11.Qh2 Qf2 −+]
6...Ke2 7.Kg1 Kd2 8.Bf1 Kc2
9.b3! [9.Bxc4 bxc4 10.a4 g4! =]
9...Kxc3 [9...cxb3 10.axb3 Kxb3
11.Bxb5 Kxc3 12.Kf2 +−]
10.bxc4 bxc4 11.Kf2 Kd4
12.Bxc4 Kxc4 13.Ke3
(1.Qg6+? Kg4 =)

❼ 1.Rh5+ gxh5 [1...Kxh5 2.Qxg7 ±] 2.Qd6+ Qg6
3.Qf8+ Qg7 4.Qd6+ Qg6 5.Qf8+ Qg7 ½-½

❽ 1.Ne4
How did white ever get in such a mess?
Luckily, there is one way to clean it up!
1...f5 2.Qe2! [2.0-0 fxe4 3.Qe1 Bc5+ ∓] 2...fxe4
3.Bxe4 [3...Bf5 4.Ne5 ±] 3...Qe6 4.Be5 =
[4...Bxe5 5.fxe5 Nd7 6.0-0 Nxe5 7.Qd2 Rad8
8.Qc3 Nxf3+ 9.Bxf3 Bxf3 10.Rxf3 =]
(1.Kf2? Bc5+ 2.Nd4 [2.Kf1 Bh3# or 2.Kg2 Bh3#]
2.Nd4 Bxd4+ 3.Kg2 Qh3#)
(1.Kf1? Qh3+ 2.Kf2 [or 2.Kg1] 2...Bc5+ −+)
(1.Kd2? Qxf4+! [or 1...Bxf4+] 2.gxf4 Bxf4#)
(1.Be2? Bxf3 2.Rf1 [2.0-0 Bc5+ −+] *2...Bxe2*
3.Nxe2 Qxh2 4.Qd3 Bb4+ −+ [or 4...Na6 −+])
(1.Ne2? Bxf3 2.Rf1 [*2.0-0 Bc5+* −+] *2...Bxe2*
[*or 2...Bg2!*] *3.Bxe2 Qxh2 −+)*
(1.Qe2!? Rxe2+ 2.Bxe2 Nd7 −+
White has R+N for Q but king safety is a
problem. 3.0-0-0? loses a pawn to 3...Bxf4!
4.gxf4 Bxf3! 5.Bxf3 Qxf4+ 6.Kb1 Qxf3 while
3.0-0 Bc5+ gives black a good attack.)
(1.Be4 b4! [*1...f5?! 2.Qd3 fxe4 3.Nxe4 Qg6 ∓*]
2.0-0 [*2.Ne2 Rxe4 ∓*] *2...Bc5+ 3.Kh1 bxc3*
4.Bxh7+ [*4.Bxc3 Rxe4 5.Qd8+ Bf8 −+*] *4...Qxh7*
5.Bxc3 Na6 −+ [*or 5...Qh5!? −+*])

❾ 1.Rf2
To win, white will take the black pawn with the rook, giving back the exchange to reach a won pawn ending. However, the capture must be made so that the black king cannot get the opposition afterwards. So first the rook stops the king from crossing the f-file.
1...Kg7 2.Rf4 Kg6 3.Rxe4! Bxe4 [Other black moves leave white with a winning R+p vs B endgame.] 4.Kxe4 Kf6 5.Kd5 +–
(*1.Rb4?! Kf7 2.Rxe4? Bxe4 3.Kxe4 Ke6* =)
(*1.Rb6+?! Kf7* ± *White can still win but it is very hard to drive the black king away from his "drawing zone".*)

❿ king!



Best Move Contest #91 (*page 123*)

❶ 1.Rh4+ Kxh4 2.Qh6+ Kg4 3.h3+
[3.f3+? Rxf3 –+] 3...Kf5 4.g4+ Ke4 5.Qe3#
(*1.Qxh7+? Kg5 2.Qg7+ Kf5 3.Qxf8+ Ke6* ∓)
(*1.g4+? Bxg4 2.Qxg4+ Kh6 3.Rb3 Qxb3! 4.Qh4+!* [*4.axb3? Rg8* –+] *4...Kg6 5.axb3* ∓)

❷ 1.Bc4+ Kxc4 [1...Kd4 2.Qd3#] 2.Qb3+ Kd4 3.Qd3#
From a game played by Napoleon in 1802!
[3.d3 also forces mate. 3...Nf5 4.Qc4# or 3...Na5 4.Be3# or 3...Bb4+ 4.Kf1]

❸ 1.Bf4+ Kxe4 2.Re1+ Kd4 3.Be3+ Ke5 [3...Ke4 4.Bc5#] 4.Bc5+ Be4 5.Rxe4+ Kxe4 6.Re1#

❹ 1.Nf6+
1...Rxf6 [or 1...gxf6] 2.Bxd5+ cxd5 3.Qxb4
1...Nxf6 2.Qxb4
1...Kh8
2.Nxd5! Qd6 [2...cxd5 3.Qxb4] 3.Nb4
2.Qxb4 Nxb4 3.Nxe8 Rxe8
(*1.Qxb4? Nxb4 2.Nd6 Re7* =)

❺ 1.Bxf4 Bxf4 2.Rxg6+
[2.d6? Qxd6 3.Qxd6 (*3.Qxh5 Kg7* ∓)
3...Bxd6 4.Rxg6+ Kh7 5.Rg5 =
3...cxd6 4.Rxg6+ Kh7 5.Rf6 =]
[2.Qxh5? Kg7 = (*2...Re8* =)]
2...Kh7 [or 2...Kh8] 3.Qxh5+ Bh6 4.Qxh6#
2...fxg6 3.d6+ Qf7 [3...Kh7 4.dxe7]
4.Bxf7+ Kxf7 [4...Rxf7 5.d7]
5.dxc7 Ke7 [5...Bxc7 6.Qd7+ Kf6 7.Qxc7]
6.Qc2
6...Rc8 7.Qe4+ Kd7 8.Qxf4
6...Kd7 7.c8=Q+ Rxc8 8.Qa4+ Rc6 9.Qxf4
4.d7 Rd8 [4...Qxb3 5.Qxb3+ Kg7 6.Qe6]
5.Bxf7+ Kxf7 6.Qf3 +–
(*1.d6?*
1...Qxd6 2.Qxd6 Bxd6 3.Bxf4 Bxf4 4.Rxg6+ Kh7 5.Rf6 =
1...Bxd6 2.Bxf4 Qe4+ 3.Bc2 Qxf4 4.Qxh5 Qe5 5.Bxg6 Qxh5 6.Bxh5+ Kh7 =)

❻ 1.Rxd3 cxd3 [1...Kg8 2.Ra3] 2.Ne6+!
[2.Rc6!? d2! 3.Nf5+! (*3.Qxd2? Qxc6!* –+)
3...gxf5 (*3...Kg8!?*) 4.Qxf6+ Kg8 5.Rd6! ±]
2...fxe6 [2...Kg8 3.Qxf6]
3.Rc7+ Kh6 [or 3...Kg8] 4.Qxf6

❼ 1.Rb5 A neat deflection dodges defeat.
1...Re8! 2.Rb1! [2.Rxd5? Re1#] 2...Rg8!
[2...h5? 3.h3 +–] 3.Rb5 Re8 4.Rb1 Rg8 =
1...Rxg7? 2.Rxd5 +–
1...Qxa2? [or 1...Qe6 or 1...Qc4] 2.Qb7#
1...Qxb5? 2.Qxg8+
2...Qb8 3.Qxb8+ Kxb8 4.Kf1 Kc7 5.Ke2 +–
2...Kb7
3.Qxh7+ Kb6 4.Qh6+ Ka5 5.Qc1 +–
3.Qb3!?
3...Qxb3 4.axb3 Kc6 5.f4 Kd5 6.g4! +–
3...Kc6 4.Qxb5+ Kxb5 5.f4! Kc4 6.g4!
6...fxg4 7.f5 Kd5 8.Kg2 +–
6...Kxd4 7.gxf5 Kd5 8.Kf2 +–
1...Rc8? 2.Rc5! [2.Rb1 Rg8! 3.Rb5 =]
2...Rb8 [or 2...Re8] 3.h3 +– [3...Qxa2 4.Rc7!]
2...Rxc5 3.Qf8+! [3.dxc5? Qd1#] 3...Kb7
4.Qxc5 Qxa2 ± [4.Qxc5? 5.dxc5 +–]
(*1.Qxh7? Qxg2#*) (*1.Qxg8+ Qxg8* –+)

❽ 1.Qg5+ Kg7 2.f5!
White wins the knight and keeps the bishop, ending the black resistance. Did you notice the black king would be stalemated without his queen? That should put you on guard! Or did you move the bishop? [See next page.]
2...Qxd5? 3.f6+! Kf7 4.Qxd5+ +–
2...Qe1+
3.Kh2 Qe7 4.h4 Qxg5 5.hxg5 Ne5 +–
3.Kg4! Qb4+ [3...Qe2+ 4.Bf3] 4.Kh5 +–

(*1.Bf3? Qe1+*
2.Kh2 Qg3+
3.Kxg3 ½-½ stalemate
3.Kg1 Qf2+ = repetition
2.Kg4 Qg3+ 3.Kf5 Qxf4+ 4.Ke6 Qd6+
5.Kf5 [*5.Kf7? Qd7+ +–*] *5...Qf4+ =*)
(*1.Be4? Qe1+ 2.Kf3* [*2.Kh2 Qxe4 ∓*] *2...Qf1+*
3.Ke3 Qe1+ 4.Kd3 Qb1+ 5.Ke3 Qe1+ =
3.Kg4 Qxg2+ 4.Bxg2 ½-½ [*4.Kf5? Qxh3#*])
(*1.f5? Qxd5 2.fxg6*
2...Qd3+! 3.Kh2 hxg6 ± but drawable
2...hxg6? 3.Qh8+ Kg5 4.h4+ Kf5 5.Qf8+
5...Ke6 6.Qg8+ Ke5 7.Qxd5+ Kxd5 +–
5...Ke5 6.Qe7+ Kd4 7.Qf6+ +–)
(*1.Bf7? Qg4+! 2.Kf2* [*2.hxg4 stalemate*]
2...Qxf4+ 3.Qxf4+ Nxf4 = B+2p vs N+p is usually drawn if there is no passer. White has even less chance of winning here with a bishop of the "wrong colour" for the h-pawn.
4.Kf3 Nxg2! 5.Kxg2 Kg7 = See **#45** (9))
(*1.Qf7 Qe1+ 2.Kh2 Qe2 +– White remains two pawns ahead, but the game is not over.*
3.f5 Qe5+ 4.g3 Ne7 5.Qe6+ Qxe6 6.Bxe6 Kg5
7.h4+! [*7.g4? h5 8.Kg3 hxg4 9.hxg4 Nc6*
10.Bc4 Ne5 11.Be2 Nd7 =]
7...Kf6 8.g4 h6 9.Kg3 Ke5 10.Kf3 +–)
(*1.Qf5 and 1.Qe6 keep white's advantage but don't put black away.*)

❾ 1.Kc7
A king can cross the board diagonally just as fast as he can going straight. Here the white king approaches his own pawn and moves into "the square" of the black pawn.
1...f5 [1...Kxa4 2.Kd6 f5 3.Ke5 =] 2.Kb6! Kxa4 [2...f4 3.a5 f3 4.a6 =] 3.Kc5 f4 4.Kd4 =
(*1.Ke7? f5 –+ A king is just as fast as a pawn, but the pawn wins the race because it gets a head start with a double jump.*)

❿ Qa1 Qa2 Qa3 Qb1 Qb2 Qb3 Qc2 Qc3
55 squares

Best Move Contest #92 (*page 124*)

❶ 1.Rxh6+
1...gxh6 2.Qg8+ Nxg8 3.Bf5#
1...Kxh6 2.Qg5+ Kh7 3.Qh4+ Kg6
[3...Nh5 4.Qxh5#] 4.f5#
(*1.Bf5? Bg1+* [*1...Kh8 –+*] *2.Kg3* [*2.Kh1 Be3+*]
2...Qe3+ 3.Kh4 [*or 3.Qf3*] *3...Bf2+ –+*)

❷ 1.Re5 First *obstruction*!
1...dxe5 2.Qg7#
1...Rg8 2.Qf6+ [2.Qxg8+ Kxg8 3.Re8#]
2...Rg7 3.Qxg7#
1...Bxe5 2.f6 Second *obstruction*!
2...Rg8 3.Bg7+ Rxg7 4.Qxg7#
2...Bxf6 3.Qxf6+ Kg8 4.Qg7#
2...Qxc2 3.Qg7#
2...Qc5+ 3.Kh1 Qg1+ delays mate
1...f6 2.Qxf6+ Kg8 3.Qe6+
3...Qf7 4.Qxc8+ Qf8 5.Qxf8#
3...Kh8 4.Qe8+ Rxe8 5.Rxe8#
1...Qc5+ 2.Rxc5
2...Rxc5 [2...dxc5 3.f6] 3.Qd8#
2...Rg8 3.Qxg8+ Kxg8 4.Rc8#
(*1.f6? Qc5+ –+ trading queens*)

❸ 1.Re6
1...fxe6 2.Nh6 [Δ 3.Qg8#]
1...Bd4 2.Rh6 [2.Nh6 also mates] 2...e6
3.Qh8+ Bxh8 4.Rxh8#
1...Ne5
2.Nh6 Nf3+ 3.gxf3 fxe6 4.Qg8#
2.Rxf6 exf6 3.Qh8# [or 3.Qg7#]
1...Qd8 2.Nh6 Ne5 3.Qg8#
(*1.Nh6? e6 –+*)
(*1.Nd6? exd6 2.Rxe8+ Rxe8 –+*)
(*1.Re4? Ne5 2.Rxh4 Ng6 3.Qh6+ Kg8*
4.Qh7+ Kf8 5.Qh6+ =)
(*1.Qh6+? Kg8 2.Re4 Nf8 ∓* [*2...Ne5 =*])
(*1.Nxe7? Ne5* [*1...Qxe7 ∓*] [*1...Bxe7? 2.Qh8#*]
2.Nxc8 Nf3+! 3.gxf3 Qxe1+ 4.Kg2 Qe6 ∓)

❹ 1.Qh3+
1...Kb8 2.Bxa7+ [2.Qxh7 +–] 2...Kxa7
3.Rxd6 Rxd6 [or 3...cxd6] 4.Qxh7
1...Rd7 2.Re8#
1...Qd7 2.Bxf6!
2...Qxh3 3.Rxd8#
2...Rxf6 3.Qxd7+ Rxd7 4.Re8+ Rd8
5.Rxd8#
2...Bb5 3.Rxd7 Bxd7 4.Qh4

❺ 1.Rc8
1...Rxc8 2.Qe7!
2...Qxe7 3.dxc8=Q+ Qe8 4.Qxe8#
2...Rg8 [or 2...Rb8] 3.d8=Q
2...g6 3.Qxe6 Nxe6 4.dxc8=Q+
1...Qxd7 [or 1...Qf6] 2.Qf8+ Rxf8 3.Rxf8#
1...f5 2.Rxd8+ Kh7 3.Rh8+ Kxh8 4.d8=Q+

❻ 1.Re2
1...Bxe2 2.Bxe2#
1...Qxc4 2.Re5+ g5 3.Qxg5#
1...Rf8 2.Re5+ Rf5 [2...Qxe5 3.Qxe5+]
3.Rxc5 Rxc5 4.Qd4
1...Rc6 2.Re5+ Qxe5 3.Qxe5+
(*1.Be2+? Bxe2 2.Rxe2 Qg5! 3.Re5 Rc2+ 4.Kh1 Rc1+* =)
(*1.Rg2? Qc7* ∓) (*1.Be6? Qxf2+! 2.Qxf2 Rc2* ∓)

❼ 1.Rdg1+ Kh8 [1...Kf8 2.Rg8+ is the same thing.]
2.Rg8+ Kxg8 3.Qg1+ [3.Rhg1+ perps]
3...Kf8 [3...Kh8 4.Qg7#]
4.Qc5+ Kg8 [4...Ke8 5.Qe7#]
5.Rg1+ Kh8 [5...Bg4 6.Qc8#]
[5...Bg3 6.Rxg3+ Bg4 7.Qc8#]
6.Qf8#
Victory snatched from the edge of defeat!
(*1.Rhg1+? Kh8 2.Rg8+ Kxg8 3.Rg1+ Kh8 4.Rg8+ Kxg8 5.Qg1+ Kf8 6.Qc5+ Kg8 7.Qg1+ = draws by perpetual check.*)
(*1.Qa3? Rxb3+!* [*1...cxb3 −+ also wins.*]
2.Qxb3 Qa1#
2.Kc1 Bf4+ 3.Rd2 Qxd2#
2.Ka2 Qxc2+ 3.Qb2 Qxb2#
2.cxb3 Bf5+ 3.Ka2 Qc2+ 4.Qb2 Qxb2#)
(*1.Qg5+? Kf8 2.Qg7+* [*2.Kc1 cxb3 3.Rd2 Qa1#*]
2...Ke8 3.Qg8+ Kd7 4.Kc1 Bf4+ 5.Kb1 [*5.Rd2 Qa1#*] 5...*Rxb3+ 6.cxb3 Qxb3+ 7.Ka1 Be5+ 8.Rd4 Bxd4#*)

❽ 1.Ng6 fxg6 2.Bxd5 Rb8 3.Rac1 ±
A clever fork forces a major weakening of the black pawn structure. The position in the diagram is balanced. White's isolated d-pawn is blockaded by the black knight, but white has better development and a good outpost at e5. After 3.Rac1, black has weak pawns at e6 and g6, and all of white's pieces are better placed than black's.
(*1.Bxd5? exd5 2.Re1 =* [*2.Rac1? f6 −+*])
(*1.Rac1? Bb7* =)
(*1.Nc6?*
1...Qd6 2.Bxd5 exd5 3.Ne7+ Kh8 4.Qe5 ±
1...Qb7! 2.Bxd5 exd5 3.Ne7+ [*3.Rac1 Be6* =]
3...Kh7 4.Re1 Re8 5.Rac1 Be6 =)

❾ 1.Rxe5+
Simplifying to a won pawn ending. 1...Rxe5 2.f4+ Kf5 3.fxe5 Kxe5 4.Kh4 Kf6 5.Kxh5 +−
(*1.Rg8+? Kf5 2.Kh4 Ra3* =)

❿ Qa2 Qc4 Qd5 Qe6 Qg8

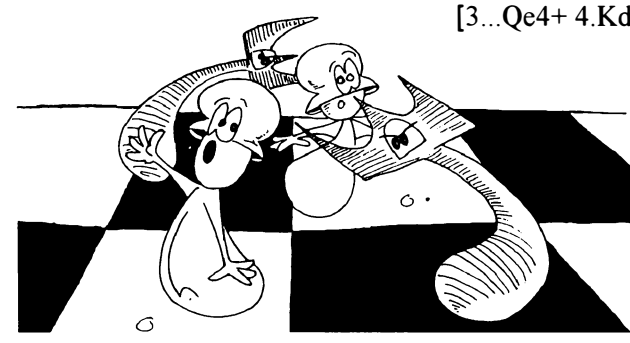
Best Move Contest #93 (*page 125*)

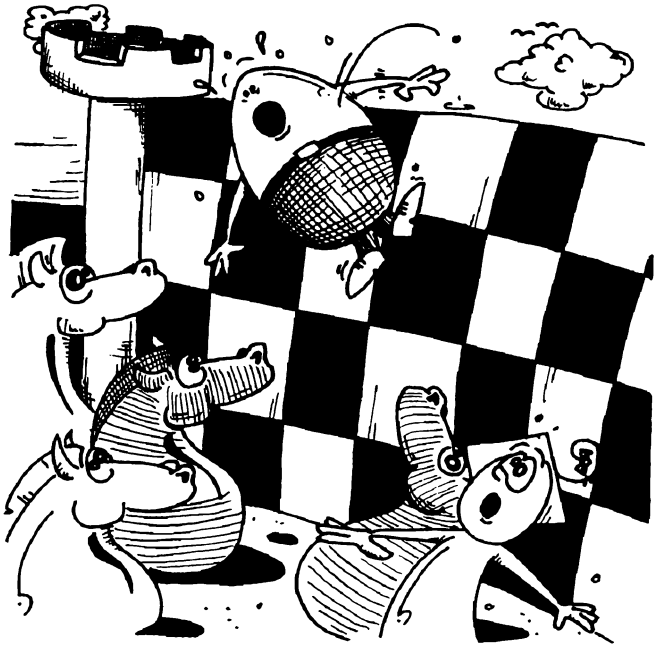
❶ 1.Bg7+ Kxg7 2.Ne8+ [2.Nh5+? Kh6 −+]
2...Kg8 3.Qg7#
2...Kh6 3.Qf4+ Kh5 [3...Bg5 4.Qxg5#] 4.Ng7#

❷ 1.Qf7+ Bxf7 2.Ne8#

❸ 1.Qxb7+ Kxb7 [1...Kd8 2.Qb8#] 2.Nd6+
2...Kb8 3.Reb1+ Qb3 4.Rxb3#
2...Ka6 3.Bb7+
3...Kb6 4.Reb1+
4...Ka5 5.Rb5#
4...Kc5 5.Ne4#
3...Ka5 4.Rxe5+!
4...Qxe5 5.Nc4#
4...Kb6 5.Rb5# [or 5.a5#]
4...c5 5.Rxc5+ Kb6 6.Rc6+ Ka5 7.Ra6#
2...Kb6 3.Reb1+
3...Kc5 4.Nb7#
3...Ka5 4.Rb5+ Ka6 5.Bb7#
3...Ka6 4.Bb7+ Ka5 5.Rb5#
(*1.Nd6+? cxd6* −+)

❹ 1.Qf5
1...Rd8 2.Rxf6 [2.Re6? Qf7 −+ (*3.Rxf6? Qc4+*)]
2...Qxf6 3.Bxe5 *pinning queen*
2...Kg8 3.Bxe5!
3...Rd7 [3...Rd1+ 4.Ke2] 4.Rh6!
3...Rd5 4.Qg5+
4...Kh8 5.Rh6#
4...Qg7 5.Rf8+ Kxf8 6.Qxg7#
3...Qg7 4.Rd6 Qe7 5.Bf6 [5.Rh6!]
2...Rd5 [2...Rd1+ 3.Ke2] 3.Qg5+ Kh8 4.Rh6+ Qh7 5.Bxe5+ Rxe5 6.Qxe5+ Kg8 7.Qxe8+ Kg7 8.Rxh7+
2...Bf7 3.Bxe5!
[3...Bc4+ 4.Ke1! or 3...Kf8 4.Bd6]
1...Rb8 2.Rxf6
2...Qxf6 3.Bxe5 Rb1+ 4.Ke2 Rb2+ 5.Ke3
2...Rxb2 3.Qg5+ Kh8 4.Rh6+ Qh7 5.Qxe5+ Kg8 6.Qxe8+ Kg7 7.Rxh7+
2...Bf7 3.Rxf7+ [3.Bxe5 +−] 3...Qxf7 4.Bxe5+ Kg8 5.Qxf7+ Kxf7 6.Bxb8
2...Kg8 3.Bxe5! Rb1+ 4.Qxb1 [4.Ke2!] 4...Qxe5 5.Rf5
1...Rc7 2.Rxf6
2...Qxf6 [or 2...Kg8] 3.Bxe5
2...Qxc5 3.Qg5+ Kh8 4.Rh6+ Rh7 5.Bxe5+
1...Qb7 2.Qxf6+ Kg8 3.Qxe5
1...Qf7 2.Qxc8 Qc4+ 3.Ke1! [3...Qb4+ 4.Rd2] [3...Qe4+ 4.Kd1]





❺ 1.Qg5+ Kh8 2.Qh4+ Kg8 3.Qg3+ Kh8
4.Bc3 *pins the black queen*
4...Rg8 *pins the white queen*
5.Bxd4+ cxd4 6.Ra7 [6.Qxg8+ +−] 6...Rxg3+
7.hxg3

❻ 1.Rc8 Qxc8 [1...Rd8 2.Qxg7# or 1...Kf8 2.Rxe8+]
2.Ne7+ Rxe7 [2...Kf7 3.Nxc8] 3.Qxc8+ Kf7
[3...Re8 4.Qxe8#] 4.Qc4+ Kg6 5.Qxb3

❼ 1.Qxe6+ Kxe6 2.gxf5+ Kxf5 3.Rxg2 =
(*1.Kh5? Rh3+ 2.Kg6 Rxh6+* −+) (*1.gxf5? Rh3#*)

❽ 1.Qg5
A tough move to find! (*But it makes sense if you see why the obvious 1.Qh6 fails.*)
White now forces checkmate.
1...c5 2.Rf4 cxd4 [2...Qc6 3.d5 exd5 4.Qh6 +−]
3.Qh6 Rg8 4.Qxh7+ [4.Rh4 also works.]
4...Kxh7 5.Rh4#
1...Rg8 2.Rf4
2...c5 3.Rh4 [3.Qh6? g5 −+]
3...cxd4 4.Rxh7+ Kxh7 5.Qh4#
3...Rg7 4.Qh6 Rdg8 5.fxg7+ Rxg7
6.Qxg7# [6.Qxh7#]
2...Qe8 3.Rh4 Qf8 4.Bf4! +−
[4...c5 5.Rxh7+! or 4...h5 5.Rxh5+!]
(*1.Qh6? Rg8 2.Rf4 g5!* −+
And there is no mate to be found!
[*Black avoids 2...c5? 3.Qxh7+ Kxh7 4.Rh4#*])
(*1.Rf4? g5! 2.Rg4 Rg8!* −+ [*2...h6? 3.Rh4!* +−])

❾ 1.c6
White sacrifices to close the long diagonal.
1...dxc6 [1...Be4 2.c7 +− or 1...Kd6 2.a7 +−]
2.Kc5! [2.a7? c5+ 3.Kxc5 Be4 =] 2...Kd7 3.a7 +−
(*1.Kb5? Be4* −+) (*1.a7? Be4* −+)

❿ Kd2 Qb3 Rc7 Rg5 Bd4 Be4 Nf4 Nd6
100 moves!

Best Move Contest #94 (*page 126*)

❶ 1.Bf7+ Ke7 2.Qxf6+ Kxf6 [2...gxf6 3.Nd5#]
3.Nd5+ Ke5 4.Nf3+ Kxe4 5.Nc3#

❷ 1.Qe7+ Kg6 [1...Kg8 2.Qg7#]
2.Qg7+ Kf5 [2...Kh5 3.Qg5#] 3.Qg5+ Ke4
4.Qe3+ [4.Qe5+? Kd3 −+] 4...Kf5
[4...Kd5 5.Qe5#] 5.Qe5+ Kg6 [5...Kg4 6.Qg5#]
6.Qg5+ Kf7 7.Qg7+ Ke8 8.Qe7#

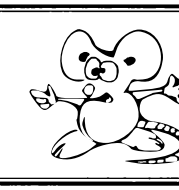
❸ 1.Qxb7+ Kd8 2.Qd5+
[2.Qb8+? Ke7 3.Qxc7+ Kf8 −+]
2...Kc8 3.Qa8#
2...Ke8 [or 2...Ke7] 3.Qd7+ Kf8 4.Ne6+ Kg8
5.Qe8+ Kh7 6.Qf7+ Kh6 [6...Bg7 7.Qxg7#]
7.Qxf6+ Kh5 [7...Kh7 8.Qg7#] 8.Qxg5#

❹ 1.Be6
1...fxe6 2.Qxg7#
1...Bxe6 2.h6 g6 [2...Bc4 3.Qxg7#]
3.Qf6 Qd2 [3...Qe5 4.Qxe5] 4.Qg7#
1...Qxe7 2.Qxe7 Bxe6 3.Qxc5
1...Qd1 2.h6 g6 3.Qxg6+ Kh8 4.Qg7#
1...Kh8 2.h6 Rg8 [2...gxh6 3.Qf6+!]
3.hxg7+ [3.Re8!?] 3...Rxg7
[3...Kh7 4.Qh5+ Kxg7 5.Rxf7#] 4.Re8+
(*1.Re6? fxe6! 2.h6 Rxf2+ 3.Kg1 Rf7* −+)

❺ 1.Qg3 Unpinning the rook!
1...Rxg3 [or 1...Qg6] 2.Re8#
1...Qh6+ 2.Qh3
2...Qxh3+ 3.Kxh3
3...Kg7 [or 3...Kg8] 4.Re8+ Kf7 5.Rxa8
3...Rg8 [or 3...Bc6] 4.Re8#
3...Rh5+ 4.Kg2!
2...Qd6 3.Kh1!
3...Kg7 4.Re6+ Kf7 5.Rxd6
3...Kg8 4.Re8+ Kf7 5.Rxa8
1...Rh5+ 2.Kg2 h6 [2...Bc6 3.Re8#]
3.Re8+ Kh7 4.Rh8# [or 4.Qg7#]
3.Re7+ Qf6 4.Bxf6#
1...h6 2.Re8+ Kh7 3.Rh8+ Kg6 4.Qxd6+ Kh5
[4...Kf7 5.Qf6#] 5.Rxh6+ Kg4 6.Qg3#

❻ 1.Rd4
1...cxd4 [or 1...Bxd4 or 1...Qe8] 2.Be6+
2...Rxe6 [or 2...Ref7] 3.Rh8+ Kxh8
4.Qh1+ Kg8 [4...Bh4 5.Qxh4+] 5.Qh7#
2...Rff7 3.Rh8+ Kxh8 4.Qh1+ Kg8
5.Qh7+ Kf8 6.Qh8#
1...Qxd4 2.cxd4 Rfe8 3.Bg4
1...Rfe8 2.Rxa4 Rxe2 3.Qd1
(*1.Be6+? Rxe6* −+ [*2.Rh8+ Kxh8 3.Qh1+ Qh4*])

No animals were harmed during the writing of this book.

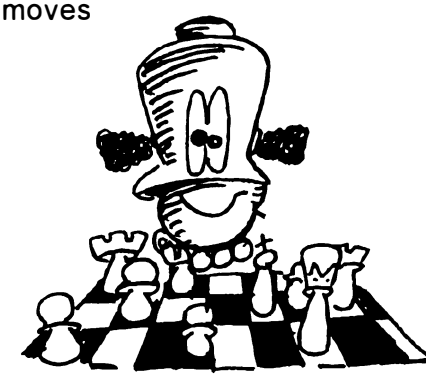


❼ 1.b6+
A pawn sack sets up a winning *counterpin*. The main line goes:
1...Kxb6 2.Rh6! [2...Rxh6 3.Qxe7 +−]
[2...Kc7 3.Qxe6 +−]
Interesting things happen if black declines the pawn:
1...Kb7 2.Nxc5+ Qxc5 [2...Kxb6 3.Qxe6+] 3.Qxe6 +−
1...Ka6 2.Nxc5+! Qxc5 3.Qxe6 +−
[2.Ra4+? Kb5 3.Ra5+! Kb4 4.Ra4+ Kb5! (*4...Kxa4? 5.Nxc5+*) 5.Ra5+ Kb4 6.Ra4+ =]
1...Kb8 2.Rh8+ Kb7 3.Nxc5+ Qxc5 4.Qxe6
This looks like an easy win but it's not if black picks off the loose rook on h8.
4...Qc2+ 5.Kf1! [or 5.Kf3 Qc3+ 6.Ke4 Qxh8 7.Qd7+ Kxb6 8.Qd4+ +−]
5...Qc1+ 6.Qe1! Qf4+ 7.Kg2 Qg5+ 8.Qg3 Qd2+ [8...Qd5+ 9.Qf3!] 9.Qf2 Qg5+ 10.Kh1 Qc1+ 11.Kh2 +−
Another line is 1.b6+ Kxb6 2.Rb4+!? Kc6! [2...Kc7? 3.Rb7+! Kxb7 4.Nxc5+ Qxc5 5.Qxe6 ±] 3.Na5+ Kd5! 4.Rb3! Rxe3+ 5.Rxe3 Qg5! ∓
Black should win. [6.Rd3+ Ke4 or 6.Nb3 c4]
(***1.Qxe6? Qxe6+ 2.Kd2 Qxb3*** −+)
(***1.Ra4+? Kb8!*** −+) [based on a study by Rinck]

❽ 1.Nd5
A very tricky position where white is down a bishop and a pawn, not to mention that the rook on c7 is hanging. But the weak black king and the open 7th rank are good signals to look for fun on h7! The white knight is sacked to temporarily guard the rook on c7 and to open the e-file for the other rook.
1...cxd5 2.Rxh7+!
[Doubling rooks by 2.Ree7 also wins.
2...Qxc7!? (*2...Rfb8 3.Qh5*) 3.Rxc7 +−]
2...Kxh7
[2...Kg8 3.Qh5 f5 4.Qxg5+ Kxh7 5.Re7+ +−]
3.Qh5+ Kg8 [3...Kg7 4.Re7+] 4.Re7 +−
Black's best chance is to give up the queen.
1...Qxc7!? 2.Nxc7 Rad8 3.Re7 [or 3.bxa5 +−]
3...Nf5 4.Rd7 Rxd7 5.Qxd7 Bc8 6.Qxc6 +−
(***1.Rxh7+? Kxh7 2.Qh5+ Kg7*** −+)
(***1.Rxb7? Qxb7 2.Qxd4*** −+)
(***1.Re7 Rae8*** [*1...Qd8! 2.Rxb7 Qc8 3.Re7 Nf5* =]
2.Nd5 Qd8 3.Qh5 Rxe7! 4.Rxe7 Qxe7 5.Nxe7 Kg7 ±)
(***1.Rd7 Qa6!*** [*1...Rad8 looks fine but 2.Nd5! still works! 2...Rxd7* (2.cxd5 Rxh7+!) *3.Nxb6 Rdd8 4.Re7 Nf5* (4...Ba6 5.Qh5) *5.Rd7 Rxd7 6.Qxd7* +−]
2.Qh5 [*2.Qxd4 Rae8 3.Rd6* ±] ***2...Qd3! 3.Rxb7 Rae8 4.Rd1 Qg6 5.Qxg6 hxg6 6.Rxd4 Rxe3 7.Rdd7 Ra8*** ±)

❾ 1.f5
White wins with a *pawn breakthrough*.
1...gxf5 2.h5 Kc4 3.h6 +−
1...exf5 2.h5!
2...gxh5 3.g6 fxg6 4.e6 +−
2...Kc4 3.h6 +−
1...Kc4 2.h5! [or 2.f6 gxf6 3.exf6 Kd5 4.h5 +−]
2...gxh5 3.g6 fxg6 4.fxe6 +−
2...Kd5 3.h6 +−
(***1.h5? gxh5 2.f5 g6!*** −+)
(***1.Ke2? Kc4 2.Ke3*** = [*2.f5? Kd5!* −+])

❿ Kc2 Qb1 Rb2 Rc1 Ba1 Ba2 Nb3 Nd1
10 moves



Best Move Contest #95 *(page 127)*

❶ 1.Nf6+ gxf6 [1...Kh8 2.Qxf8#] 2.exf6
2...Qxc2 [or 2...Qa3] 3.Qxf8+ Kxf8 4.Rd8#
2...Re8 [or 2...Bb7 or 2...Qd5] 3.Qg3+ Kh8 [or 3...Kf8] 4.Qg7#

❷ 1.Rd5+ cxd5 2.Nd3+ exd3 3.f4#
(***1.Rxc6? Re1+*** [*1...Rxc6? 2.Rd5#*] ***2.Kd2 Kxf4 3.Kxe1 Kf3*** ∓)

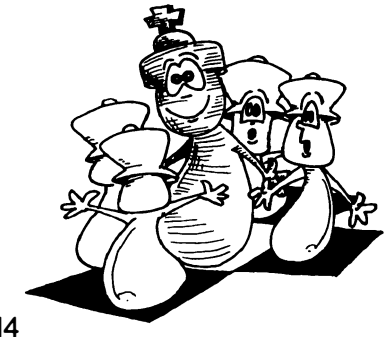
❸ 1.Rc1+ Kb8 [1...Rc7 2.Qxc7#]
[1...Rc3 2.Rxc3+ Kb8 3.Qb5+ Ka8 4.Bf3+]
2.Qb4+ [2.Qb5+? Ka8 3.Qc6+ =]
2...Ka8 [2...Rb7 3.Qxb7#]
3.Bf3+ [3.Bb5 Re6 = or 3.Bf1 f5 =]
3...Rxf3 [3...Rb7 4.Qxb7#]
[3...Re4 4.Qxe4+ Qxe4 5.Rc8#]
4.Qe4+ Qxe4 [4...Rd5 (*or 4...Kb8*) 5.Qxe8+ Rd8 6.Qxd8#]
5.Rc8#

❹ 1.Rxd4 Rxd4 2.Qb2
2...Qg7 3.Qb8+! [3.Nxf5? Rd1+ −+] 3...Qg8 4.Qe5+ Qg7 5.Qxg7+ Kxg7 6.Nxf5+ Kf6 7.Nxd4 Ke5 8.Nc6+ Kxd5 9.Nxa7
2...Qa4 3.Nc2 Kg8 4.Nxd4

❺ 1.Rc4
1...Rxe5 [or 1...Qxe5] 2.Rc8+ mates
1...Qd2 2.Rc8+ Rd8 3.Qxd2
1...Qb6 2.Rc8+ Rd8 3.Qb5!
3...Qxb5 4.Rxd8+ Qe8 5.Rxe8#
3...Qd4 4.Qe8+ Rxe8 5.Rxe8#
(***1.e6? Rd8!*** = [*2.e7 Re8 3.Rc8!? Qd5+*])

❻ 1.Bc4
1...Nxc4 2.Rxg7+ Kh8 3.Rd7+! [3.Rxg6+ +−]
3...Kg8 [or 3...Ne5] 4.Rxd5
1...Qxc4 2.Rxg7+
[2.Bxe5? Qxf1+! 3.Kxf1 Rxe5 =]
2...Kxg7 3.Bxe5+ Rxe5 4.Qxc4
2...Kh8 3.Bxe5! [3.Rb7 +−]
3...Qxc2 4.Rf8+! Rxf8 5.Rxg6+ Rf6
6.Bxf6#
3...Qe6 4.Re7+ Qxe5 5.Rxe5
3...Qxf1+ 4.Kxf1 Rxe5 5.Rf7 [or 5.Qc3]

❼ 1.Ra8 Rxa8 [1...Rf8? 2.Qa2+! Kh8 3.Rxf8#]
2.Qa2+ Rxa2 ½-½ stalemate
[2...Kf8? 3.Qf7# or 2...Kh8? 3.Qxa8#]
(1.Ra1? Qg3+ 2.Qxg3 fxg3 −+)
(1.Qa2+? Kh8 2.Ra8 [*2.Qd2 Rc1+!*] *2...Qg3+ 3.Kh1 Qxf3+ 4.Kh2 Rxa8 −+)*



❽ 1.Rxd4
Sometimes there are no good moves! And we have to look for the *least evil*. One way to save a bad position is to simplify into an inferior endgame that offers some drawing chances. Endings with rooks or queens can often be held, even if you are down a pawn or two. if you have an active piece.
In this example, white is up the exchange for a pawn. But the black threats are too strong, so white must give back material to avoid a quick disaster. The best defence is to head for a rook endgame.
1...Rxd4 2.Qc8+!
[2.Qb5 Rd1+ 3.Rxd1 Qxd1+ 4.Kh2 Qc2 −+]
[2.Qa1 Rd8 3.Qb1 b2! −+ (*4.Qxb2? f3!*)]
[2.Qg6 Rd1+ 3.Rxd1 Qxd1+ 4.Kh2 Qe2 −+]
2...Qxc8 3.Rxc8+ Kh7 4.Rb8! [Rooks work better behind pawns. 4.Rc1? b2 5.Rb1 Rd2 −+]
White is down a pawn, but the ending can be drawn with accurate play. For example:
4...Rd5 5.Rxb3 Rxh5 =
4...Rd3 5.f3 g5 6.Rb7+ Kg8 7.Kh2 Rc3
8.Kh3 Rd3 9.Kg4 Rd2 10.Kf5! b2
11.Ke6 Rxg2 12.Rb8+ Kg7 13.Rb7+ =
4...Rd1+ 5.Kh2 Rb1 6.Kh3 b2 7.Kg4 Rg1!
8.Rxb2 Rxg2+ 9.Kxf4 Rg5 10.f3 Rxh5
11.Kg4 Rg5+ 12.Kh4 ∓ But drawable!
(1.Rb1? f3!
2.Qg6 Ne2+ 3.Kf1 fxg2+ 4.Ke1 g1Q#
2.g3 Qh3 3.Qf1 Ne2+ 4.Qxe2 Qg2#)
(1.Qg6? Ne2+! 2.Kf1 [*2.Kh1 Qh4#*] *2...Rxd1+ 3.Rxd1 Ng3+! 4.fxg3 Qxd1+ 5.Kf2 Qc2+ 6.Ke1 Qxg6 7.hxg6 b2 −+)*
(1.Kf1 f3!
2.g3 Qh3+ 3.Ke1 Nc2+ 4.Rxc2 Qh1+ 5.Qf1 Qxf1+ 6.Kxf1 Rxd1#
2.gxf3 Qh3+ 3.Ke1 [*3.Kg1 Nxf3#*] *3...Nc2+ 4.Ke2 Re8+ 5.Kd2 Qxf3 −+)*
(1.Qd3 f3! [*1...Ne2+? 2.Qxe2! Qxe2 3.Rxd8+ =*] *2.g3 Qh3 3.Qf1 Ne2+ 4.Qxe2 Qg2#)*
(1.Re1 b2 2.Rb1 Nf3+ 3.Kf1 [*3...Kh1 4.Qh4#*] *3...Nxe1 4.Kxe1 Qxg2 5.Rxb2 Qg1+ 6.Qf1* [*6.Ke2 Qd1#*] *6...Rd1+ 7.Kxd1 Qxf1+ −+)*
(1.f3? Nxf3+
2.Kf1 Nh2+ 3.Kg1 [*3.Ke1 Qg3+ 4.Ke2 Qe3#*]
3...Rxd1+ 4.Rxd1 Qxd1+ 5.Kxh2 Qc2 −+
2.Kf2 Qh4+ 3.Kxf3 Qg3+
4.Ke2 Qxg2+ 5.Ke1 Re8+ 6.Qe2 Qxe2#
4.Ke4 Qe3+ 5.Kf5 Rf8+ 6.Kg6 Qg3#)
(1.Rd3? f3 −+)

❾ 1.Rf5
1...Rxf5 2.Kxf5 Kf8 [2...Ke8 3.Ke6!] 3.Kf6 +−
1...Rg8 [or 1...Ke8] 2.Kg5 +−
1...Rf6 2.Kg5 [2.g7? Rg6+ 3.Rg5 Rxg5+ 4.Kxg5 Kf7 5.Kh6 Kg8 =]
2...Rf8 3.Rxf8+ Kxf8 4.Kf6 +−
2...Rxf5+ 3.Kxf5 +−
2...Ra6 3.g7
3...Ra8 4.Kg6 +−
3...Ra1 4.Rf4!? Rg1+ 5.Kh6 +−
See exercise #35.
(1.Rxf8? Kxf8 2.Kg5 Kg7 =)
(1.Re1+? [*or 1.Ra1?*] *1...Kf6 =)*
(1.g7? Rxf1 [*1...Rg8 =*] *2.g8=Q?* [*2.g8=N+ =*]
2...Rg1+ 3.Kf5 Rxg8 −+)

❿ 16
Ba7 Ba8 Nb6 Rb7 Qb8 Kc7 Rc8 Nd8

Best Move Contest #96 (*page 128*)

❶ 1.Rh7+ Kg5 2.Rxh5+
2...gxh5 3.Qg7+ Rg6 4.h4+ Kg4 5.Qxg6#
2...Kxh5 3.Qh7+ Kg4 [or 3...Kg5] 4.Qh4#
2...Kg4 3.h3+ Kxh5 4.Qh7+ Kg5 5.Qh4#

❷ 1.Ng8+ Ke8 2.Rd8+ Nxd8 3.Qe7#

❸ 1.Rxh7+ Bxh7 [1...Kxh7 2.Qh1+ Bh3 3.Qxh3#]
2.Ng6+ Bxg6 3.Qh1+ Bh7 [3...Bh5 4.Qxh5#]
4.Qxh7+ Kxh7 5.Rh1#

❹ 1.Qa8+ Kd7 2.Nc5+!
[2.Qxe8+? Kxe8 3.Nxc7+ Kd7 4.axb6 Be5 =]
2...bxc5 [or 2...Ke7] 3.Qxe8+ Kxe8 4.a6
The a-pawn will soon be crowned queen.
[4...c4 5.a7 d3 6.a8=Q+ Ke7 7.cxd3 cxd3 8.Qa3+]

❺ 1.Rg7+ Kh8 2.Rh7+ Kg8 3.Rh8+ Kxh8 4.g7+
4...Kg8 5.gxf8=Q+ Kh7 6.Qg7#
4...Kh7 5.gxf8=Q Bh6 [or 5...Kg6] 6.Qxd6
(*1.g7? Rc8* [*or 1...Re8*] −+) (*1.Nxf8? Kxf8* −+)

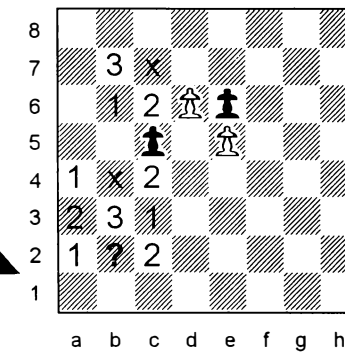
❻ 1.Qxe5 Rxe5 [1...Rf8 2.b6 or 1...Kh7 2.Qc3]
2.Rd8+ Re8 [2...Kg7 3.Rxc8 Rxb5 4.Rb8
or 2...Qxd8 3.cxd8=Q+]
3.Rxc8 Rxc8 4.b6 Kg7 5.b7 Rxc7 6.b8=Q
(*1.Qd8? Bxc7* [*1...Rxd8? 2.Rxd8+* +−]
2.Qxc8 Rxc8 3.Rc1 Rb8 [*3...Kg7? 4.b6* ±]
4.Rxc7 Rxb5 =)
(*1.Qc6? Bxc7 2.Rc1 Re3!?*
[*2...Qb8 3.Qxc7 Qxb5* =]
3.b6? Rxh3+ 4.gxh3 [*4.Kg1 Bxb6+!*]
4...Qxh3+ 5.Kg1 Bxb6+ 6.Qxb6 Qg3+ −+
[*7.Kf1 Qf4+ or 7.Kh1 Qh4+ 8.Kg2 Qg5+*]
3.Qc5 Rd3 4.Qc6 [*4.b6 Rxh3+*] *4...Kh7*
5.Qc5 Kh6 6.Qc6 [*6.b6 Rxh3+*] *6...Rd7!*
7.b6 Qe8! 8.bxc7 [*8.Qc5 Bb8* −+] *8...Rd1+*
9.Kh2 [*9.Rxd1 Qxc6*] *9...Qe5+ 10.g3 Rd2+*
11.Kh1 [*11.Qg2 Rxg2+ 12.Kxg2 Qb2+* −+]
11...Qxg3 −+)

❼ 1.Qxe7 Rxe7 [1...Qxc1 2.Qxe8+Nxe8 3.Rxc1+−]
2.Rc8+ Ne8 [2...Re8 3.Rexe8+ Nxe8 4.Rxe8#]
3.Rxe8+ Rxe8 4.Rxe8#
(*1.Qxb2? Rxe1+ 2.Rxe1 Rxe1#*)
(*1.Rxe7? Qxc1+ 2.Qe1 Qxe1+ 3.Rxe1 Rxe1#*)
(*1.Qa5? b6!* −+ [*2.Rb1 bxa5 3.Rxb2 Rxe1#*])
(*1.Rb1? Qxb4* [*or 1...Rxe1+*] *2.Rxb4 Rxe1#*)
(*1.a3? Qxb4 2.axb4 Rxe1+ 3.Rxe1 Rxe1#*)

❽ 1.Kb2
This exercise is about *sister squares*. They are something like the *opposition*, but more complicated. (Some books also call them *related squares* or *co-ordinate squares*.)

The first thing to note in this position is that the white king cannot go too far on the kingside (f6) or the black c-pawn will queen. In order to win white must capture the black c-pawn. The other thing to notice is that the black king cannot go to d5 or to the a-file because then the white d-pawn will queen.

Black loses if the white king can advance to b5. So the black king must try to hold him back. When white plays to a4, black must go to b6. When white plays to c4, black must play to c6. These are called "sister squares". Let's number them:
#1 a4 - b6 #2 c4 - c6
Look what happens if black plays differently:
(1.Kc4 Kb6? 2.d7! Kc7 3.Kxc5 Kxd7 4.Kb6 +−)
(1.Ka4 Kc6? 2.Ka5! Kb7 3.Kb5 +−)
When the white king is on b3, he can move to a4(#1) or c4(#2), so black must be able to move to b6 (#1) or c6 (#2). That means the black king must be on b7 if the white king is on b3. These are also sister squares:
#3 b3 - b7
We can now add some other squares too. If the white king is on c3, he can go to a #2 (c4) or #3 (b3) square. So black must also be able to go to a #2(c6) or #3(b7) square, which means that the black king should go to b6 (#1) when the white king is on c3 and that c3 is also a #1 square.
If the white king is on a3, where it can go to a4(#1) or b3(3#) the black king must be on c6 (#2) so that it can also go to a #1(b6) or #3(b3) square. So a3 is a #2 square.
Our new list of sister squares is:
#1 a4,c3 - b6
#2 c4,a3 - c6
#3 b3 - b7
This list is a guide for where each player wants to move. When kings are on sister squares, both players want it to be the opponent's turn. This is like the opposition.



Now let's look at b2. From there, the white king can go to a3(#2), b3(#3), or c3(#1). Black has no sister square for b2. To reach c6(#2), b7(#3), or b6(#1), the black king needs to be on c7, but that is impossible because of the white pawn on d6. And that is why 1.Kb2 is the winning move!
1...Kb6 2.Kc3!
2...Kc6 3.Kc4 Kb6 4.d7! Kc7 5.Kxc5 Kxd7 6.Kb6 Ke7 7.Kc6 +−
2...Kb7 3.Kb3 Kb6 [3...Kc6 4.Kc4] 4.Ka4 +−
1...Kc6 2.Ka3!
2...Kb7 3.Kb3 Kc6 [3...Kb6 4.Ka4] 4.Kc4 +−
2...Kb6 3.Ka4 Kc6
[3...Ka6 4.d7 or 3...Kb7 4.Kb5 +−]
4.Ka5 Kb7 [4...c4 5.Kb4+−] 5.Kb5+−

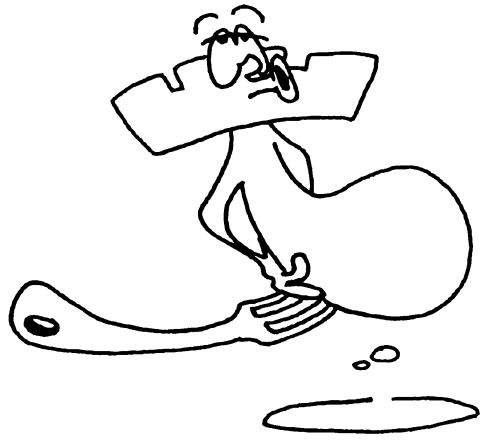
Sister squares are only useful in a few endings with unusual blocked structures. The opposition, which is a special case of sister squares, is much more common.

See next page for white's other first moves.

(1.Ka4 Kb6 2.Kb3 Kb7 3.Kc3 Kb6 4.Kc4 Kc6 5.Kb3 Kb7 6.Ka3 Kc6 7.Ka4 Kb6 8.Kb3 Kb7 The white king must retreat to the second rank (b2) to make progress. 9.Kb2! +– [*9.Ka2 Kb6* (a2 is #1) *9.Kc2 Kc6* (c2 is #2)])
(1.Ka3 Kc6 or 1.Kc3 Kb6 Again the white king must go to b2 in order to win.)
(1.Kc4 Kc6 2.Kd3 [*2.Kb3 Kb7 or 2.Kc3 Kb6*] *2...Kb7* [*2...Kd7? 3.Kc3 Kc6 4.Kc4 +–*] *3.Ke4* [*3.Kd2 +–*] *3...Kc8 4.Kf4 Kd8 5.Kg5 Kd7 6.Kf4* [*6.Kf6? c4–+*] *6...Kd8 7.Ke4 The journey to the kingside accomplished nothing. The long road to victory is still back through b2.)* [based on Grigoriev 1922]
Don't worry if you had trouble understanding sister squares. This ending is as difficult as anything in chess.

❾ 1.b5 cxb5 2.c6
White sacks a pawn to make a passer. In queen endings, passed pawns are usually more important than the number of pawns.
2...b4 3.Qxb4 Qe5+ 4.f4 ±
2...Kg7 3.Qd4+ Kh7 4.c7 +–
2...Qc2
3.Qd5! Kg7 [3...Kg8 4.Qd8+ Kg7 5.c7 +–]
4.Qd4+! Kg8 [4...Kh7 5.Qxh4+ +– or 4...Kh6 5.Qh8+ Kg5 6.Qd8+ Kh6 7.c7 +–]
5.Qd8+ Kg7 6.c7 Qf5 7.c8=Q Qe5+ 8.f4! Qxf4+ 9.Kg1+–
(1.Qxc6? Qe5+ 2.Kg1 Qe1+ 3.Kh2 Qg3+ =)
(1.f4!? Qe4! 2.b5 cxb5 3.c6 Qe3! 4.f5! gxf5 5.c7 Qc3! ∞) [Maroczy - Bogoljubov 1936]

❿ 63 with bishops on opposite colour
Na3 Ra8 Qd4 Bd5 Be5 Kf6 Nf8 Rh1
(64 with bishops on same colour
Ra8 Qc3 Bc6 Nd5 Ne4 Bf3 Kf6 Rh1)



Best Move Contest #97 (*page 129*)

❶ 1.Rxg6+
1...hxg6 2.Qg7#
1...fxg6 2.Qh8+ Kxh8 3.Rxf8#
(1.Rxc6? Qe5 2.Qxe5 Rxe5 3.Rc7 =)

❷ 1.Bc5+ Bxc5 [1...Ke8 2.Bf7#] 2.Ng6+
2...hxg6 3.Rfe1+ Kf8 4.Rd8+ Qe8 5.Rxe8#
[Delay mode: 3...Be3 4.Rxe3+ Be4 5.Rxe4+]
2...Ke8 3.Rfe1+ Be3 [3...Be7 4.Rxe7#] 4.Rxe3+ Be4 5.Rxe4#
(1.Ng6+? Ke8! [*1...hxg6? 2.Bc5+ +–*] *2.Rfe1!* [*2.Nxh8 Qxc4 ∓*] *2...Qxc4 3.Bxb6+ Kf7 4.Nxh8+ Kg8 5.Rd8+ Bf8 6.Bxa7 =)*

❸ 1.Qc7+ Rxc7 2.Nb6+
2...Qxb6 [or 2...axb6] 3.Rd8#
2...Kb8 3.Rd8+ Rc8 4.Rxc8#
(1.Ne7+? Rexe7! 2.Nd6+ Kc7! –+)

❹ 1.Bd3
1...Qxd3 2.Qd8+ Re8 3.Qxe8#
1...Rxf5 2.Qd8+ Kg7 3.Bxe4
1...Qxf5 2.Bxf5 Rxf5 3.Qd8+ Kg7 4.g3
1...Bxf2+ 2.Rxf2 Qe1+ 3.Rf1
1...f6!? 2.Qxf6 [2.Qh6! +–] 2...Rxf5 3.Qd8+ Rf8 4.Qxf8+! Kxf8 5.Bxe4
(1.Qd8+? Re8
2.Qd7 d5
3.Bd3 Qe6 4.Qxe6 fxe6 5.Ne3 ±
3.Ng3 Qe6 4.Qxe6 fxe6 ±
2.Qf6 Qxf5 3.Bxf7+ Kf8 4.Qxf5 gxf5 5.Bxe8 Kxe8 ±)
(1.Nh6+? Kg7! [*1...Kf8? 2.Qf6 +–*] *2.Qd2 d5 3.Bd3 Qh4 ∓)*

❺ 1.Rf8+ Rxf8 2.Qh7+ [2.gxf8=Q+? Kxf8 =]
2...Kxh7 [2...Kf7 3.gxf8=Q+ Kxf8 4.Qxd7]
3.gxf8=N+ Kg7 4.Nxd7
(1.Qh6? [*or 1.Qf6?*] *1...Qxh3+ 2.Kg1 Qxg2#)*

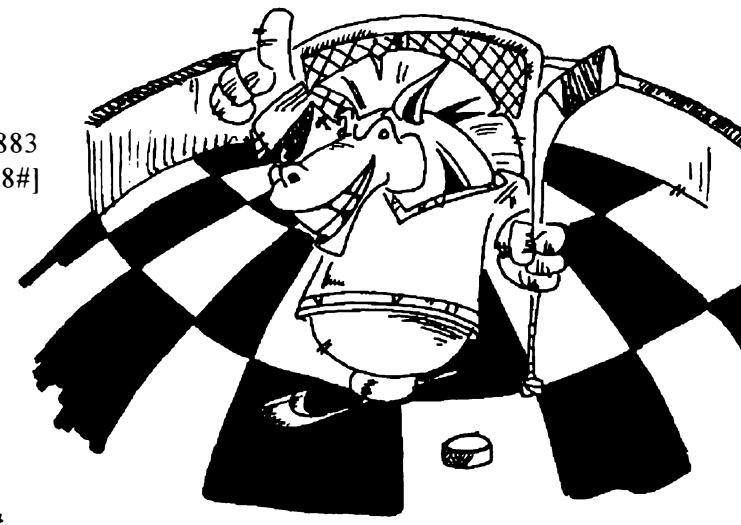
❻ 1.Re2 Qh6 [1...Qxe2 (*or 1...Rxd3*) 2.Qxg7#]
2.Re6! [2.Re7? Rf7 ±]
2...Qxe6 3.Qxg7#
2...g6 3.Qe5! [3.Re7? Rf7 ±]
3...Rxd3 4.Re7! [Δ Qh8#] [or 4.Re1 +–]
3...Rde8 4.Qh8+ Kf7 5.Rf6+ Ke7 6.Ba3+
3...Rf5 4.Qh8+ [4.Qxf5 gxf5 5.Rxh6 +–]
4...Kf7 5.Qxd8 [5.Rf6+ +–] 5...Kxe6 6.Re1+ Kf7 7.Re7#
3...Rd7 4.Qh8+ Kf7 5.Rf6+
5...Ke7 6.Ba3+
5...Ke8 6.Re1+ Re7 7.Rxf8+ Qxf8 8.Rxe7+ Kxe7 9.Ba3+
2...Rxd3 (*three ways to win now*)
3.Rxc6!
3...bxc6 [3...Qxc6 4.Qxg7#] 4.Qxd3
3...Rxg3 4.Rxh6 Rxg2+ [4...Rd3 5.Rb6] 5.Kxg2 gxh6
3.f3! g6 4.Qe5 Rd2 5.Qh8+ Kf7 6.Rf6+ Ke7 7.Rxf8 Qxf8 8.Re1+ Kf7 9.Qxh7+ Qg7 10.Qxg7#
3.Rxh6 Rxg3 4.Rxc6 Rxg2+ 5.Kxg2 bxc6
(1.Re7? Qxb2 –+) *(1.Ba1? Rxd3 =)*

❼ 1.Qg6+ Kxg6 [1...Kg8 2.e8=Q#] 2.e8=Q+
White gives up one queen to get another, but the new one gives check from a better square. *All is fair in love and chess, almost.*
2...Kf5 [or 2...Kf6] 3.Qe6#
2...Kh7 3.Qh5+ Kg8 4.Re8#
2...Kh6 3.Re6+ Kh7 4.Qh5+ Kg8 5.Re8#
(*1.e8=Q? Qxg2#*)
(*1.Qh2? Qc1+ 2.Qg1 Qxg1#*)
(*1.Qg3? Qxe4 +-* [*2.Qxg5 Qe1+ 3.Kh2 Bc7+*])
(*1.Rg4? Qc1+ 2.Kh2 Qg1+ 3.Kg3 Qxg2#*)

❽ 1.Qb4
Bishops of opposite colour are strange beasts. In the endgame, they help the defender because of their drawing power. But in the middlegame, they help the attacker. Their ability to dominate squares make them a fierce weapon.
In this position, white is up two pawns, but black is forking the white bishop and queen. The attacking power of the dark-squared B is so great, that white chooses to give up the queen instead of the bishop!
You were looking for ways to deflect the black queen from its protection of e5, right?
1...Qxb4 2.Bxe5+ Kxh7 3.Rh3+ [3.Rf7+? -+]
3...Kg6 [3...Kg8 4.Rh8#] 4.Rf6+
4...Kg5 5.Rg3+ Kh5 6.Rf5+ Kh6
[6...Kh4 7.Bf6#] 7.Bf4+ Kh7 8.Rh5#
4...Kg7 5.Rg3+ Kh7 6.Rf7+ Kh6
7.Bf4+ Kh5 8.Rh7#
1...R8c5 2.Rf8+! [or 2.Qxe4 +-]
2...Qxf8 3.Bxe5+ Kxh7 4.Qxe4+ Kh6
[4...Kg8 5.Qg6+] 5.Rh3+ Kg5
6.Rg3+ Kh5 7.Qg6+ Kh4 8.Rh3#
2...Kxh7 3.Qxe4+
3...Kh6 4.Rh8+ Kg7 5.Qh7+ Kf6
6.Rf3+ Kg5 7.Qh5#
3...Kg7 4.Bxe5+ Kxf8 5.Bg7+ 1-0
Zukertort - Blackburne London 1883
[5...Kg8 6.Qxe7+ +- or 5...Qxg7 6.Qe8#]
1...R2c5 2.Rxe4 +-
1...R2c7 2.Qxe4! +- [2...Re8 3.Qg6!]
1...R8c7 2.Bxe5+ Qxe5 [2...Kxh7 3.Rh3+]
3.Qf8+ Kxh7 4.Rh3+ Kg6 5.Qh6#
1...Qg7 2.Rg3! +-
1...Re8 2.Rf8+! [or 2.d6 Qe6 3.d7 +-]
2...Kxh7 3.Qxe4+ Kg7 4.Rxe8 +-
2...Qxf8 3.Bxe5+ Kxh7 4.Qxe4+ Kh6
[4...Kg8 5.Qg6+] 5.Qh4+ Kg6
6.Rg3+ Kf7 [6...Kf5 7.Qf4#] 7.Qf6#
1...Qe8 2.Rf8+ Qxf8 3.Bxe5+ Kxh7
4.Qxe4+ Kh6 5.Rh3+ Kg5
6.Rg3+ Kh5 7.Qg6+ Kh4 8.Rg4#
(*1.d6? A good move but black squeaks out.*
1...Rxd2? 2.dxe7 Rxb2? 3.Rf8+ +-
1...Qe6 2.Qd1! [*2.Rf8+ Rxf8 3.Qxc2 Qxd6* ±]
2...Rxb2 3.d7 Rd8 4.Rg3 e3 5.Rf8+! +-)
1...Qg7 2.Qxc2! Rxc2 3.Rg3
3...Qxg3 4.hxg3 Rxb2 5.d7 Rd2 6.Rf8+ +-
3...Qd7 4.Bxe5+ Kxh7 5.Rf4! +-
1...Qg5! The squeaker.
2.Qxc2!? Rxc2 3.Rg3 Qh5! 4.d7 Rd2
5.Rg8+ Kxh7 6.d8=Q Rxd8 7.Rxd8 ∞
2.Rg3 Qxd2 3.Bxe5+ Kxh7
4.Rh3+? Qh6! 5.Rf7+ Kg8 -+
4.Rf7+ Kh6 5.Rf6 Kh7 6.Rf7+ = perp)
(*1.Rf8+? Qxf8* [*1...Rxf8? 2.Qxc2 Qf6 3.h3* ±]
2.Bxe5+ Kxh7 3.Rh3+ Kg6 4.Rg3+ Kf7 -+)
(*1.Rf7?* [*1...Qxf7? 2.Bxe5+ +-*] *1...Rxd2!*
2.Rxe7 Rxb2 3.h3 [*3.Rxb7? Rc1+*] *3...Bxd5 -+*)
(*1.Qd1? Rxb2 2.d6 Qe6* ±)

❾ 1.c6
White gets sneaky and promotes a pawn!
1...dxc6 2.d6! exd6 3.f5 +-
1...Kb6 2.d6! exd6 [2...e6 3.cxd7 +-]
[2...Kxc6 (*or 2...dxc6*) 3.dxe7 +-]
3.f5 Kc7 4.f6 Kd8 5.c7+! Kxc7 6.f7 +-
(*1.Kc3? Kxc5 -+*) (*1.d6? e6 -+*)
(*1.f5? Kxc5 -+*) [Fontana 1943]

❿ Nh1-f2-h3-g1-e2-d4-c2-a1-b3-c1-a2-c3-a4-b6-a8-c7-a6-b8-c6-a7-b5-a3-b1-d2-e4-g5-h7-f8-d7-c5-e6-d8-b7-a5-c4-e3-d1-b2-d3-b4-d5-e7-c8-d6-e8-g7-f5-h4-g6-h8-f7-h6-g8-f6-h5-f4-g2-e1-f3-e5-g4-h2-f1-g3-h1
There are many solutions to the "knight tour" problem. This one is a round trip, returning to h1!



HOCKEY KNIGHT IN CANADA
THE WORLD TOUR

Best Move Contest #98 (*page 130*)

❶ 1.Nf6+ gxf6 [1...Kh8 2.Qxf8#] 2.Qxf8+ Kxf8 3.Bh6+ Kg8 4.Re8#
(*1.Bh6? Be6* ∓ [*1...Bg4* ∓])

❷ 1.Qd6+
1...Qxd6 2.Rea7 [Δ R1a6#]
[2...Qh2+ 3.Kxh2 Ba2 4.R1xa2 Rxc3 5.R2a6#]
1...Rc6 2.Qc5+! Rxc5 3.bxc5+ [or 3.dxc5+]
3...Kc6 4.Ra6+ Qb6 5.Rxb6#
(*1.Qe6+? Rc6 2.Qxc6+ Kxc6 3.Ra6+ Qb6 4.Re6+ Kc7 5.Rexb6* =)
(*1.Qxb8+? Rxb8* −+ [*2.Rea7 Rb7!*])

❸ 1.Re8+ Kh7 [1...Kg7 2.Qf8+ Kh7 3.Qh8#]
2.Rh8+ [2.Bxg6+? fxg6 3.Rh8+ Kxh8 4.Qf8+ =]
[2.Qf8? Qe3+ 3.Kd1 Bxg4+ −+]
2...Kxh8 [2...Kg7 3.Qf8#] 3.Qf8+ Kh7
4.Qxf7+ Kh8 5.Qf8+ [5.Bxg6? Qe3+ −+]
5...Kh7 6.Bxg6+! Kxg6 7.Qg8#
Cooler than a hot fudge sundae!
(*1.Qd8+? Kg7 2.Rxf7+ Kxf7 3.Bxg6+ Kg7!* −+)
(*1.Bxg6? Qe3+ 2.Kd1* [*2.Kb1 Qe1#*] *2...Bxg4#*)
(*1.Rxf7? Qe3+* [*1...Kxf7* −+] *2.Kd1 Bxg4+* −+)

❹ 1.g4
1...Qxf3 [or 1...Bxf3] 2.Rc8+ Rd8 3.Rxd8#
1...Rh6 2.Rc8#
1...Rd8 [or 1...h6] 2.Qxh3
1...Qh4 2.Bxd6 [2.Rc8+? Rd8 =]
2...Bxf3 3.Rc8+ Qd8 4.Rxd8#
2...Be6 3.Qa8+
2...Qd8 [or 2...h5] 3.Qxd5

Kiril is always glad when BOXING DAY is over.

❺ 1.Qa8+
1...Ke7 2.Qxa7+
2...Qd7 3.Qxd7+ Kxd7 4.Nxf7
2...Kf6
3.Qxf7+! Kxg5 4.Bc1+ Qd2 5.Bxd2#
3.Ne4+ Kg6 4.Qxf7+ Kxf7 5.Nxd6+
1...Kg7 2.Bxe5+! Qxe5 3.Qh8+ Kxh8
4.Nxf7+ Kg7 5.Nxe5
[2.Qh8+? Kg6! (*2...Kxh8?* +−) 3.Nxf7 Qd1+ 4.Kg2 Qc2+ 5.Kg1 Qb1+ 6.Kg2 Qxb2+ 7.Kg1 Qd4+ 8.Kg2 Qe4+ 9.Kg1 Kxf7 −+]
(*1.Nxf7? Qd1+ 2.Qg1 Qf3+ 3.Qg2 Qd1+* =)

❻ 1.h6+ Kh8 2.Be6
Obstructing the queen's defence of the bishop on e4. White wins the B or mates.
2...Qxe6 3.Qf8+ Qg8 4.Qf6+ Qg7 5.Qxg7#
2...d5 3.Qe5+ Qg7 [3...Qf6 4.Qxf6#] 4.hxg7#
2...Bc6 3.Qd4+ Qg7 [3...Qf6 4.Qxf6#] 4.Qxg7#
2...Rb8 3.Qxe4 [3...Qf6 4.Qd4 (*or 4.Bb3!?*)]

❼ 1.Bd7
White is up a piece but the rook at e6 is on the hook. No ordinary fish could save him!
1...Qxd7? 2.Rxg6+ hxg6 3.Qxd7 +−
1...fxe6? 2.Qxe6+ Kg7 3.Be5+ Bf6 4.Bxc8 +−
1...Qc5 2.Rc6 Qb4 3.Qxb4 Bxb4 +−
1...Qd8 2.Re5 d4 [2...f5? 3.Bxf5] 3.Rd5 +−
1...f5? 2.Rxg6+!
2...hxg6 3.Qxg6+ Kh8 4.Bxc8 +−
2...Kh8 3.Rg8+ Rxg8 4.Be5+
2...Kf7 3.Qxf5+ Bf6 4.Qxf6#
(*1.Rxg6+ hxg6* ∓ *The desperado leaves white down a pawn.*)
(*1.Bc6!? Qxe6!* [*1...fxe6? 2.Bxa8 Bc5 = but not 2...Qxa8? 3.Qxe6+ Rf7 4.Rd1* ±]
2.Qxe6 fxe6
3.Bxa8 Rxa8 4.Rc1 Bc5 ∓)
(*1.Rxe7? Qxg4* −+)

❽ 1.Nxd5
1...cxd5? 2.Bc7 +−
1...Nxf4 2.Nxf4 ±
Give yourself a star if you got this one!
(*1.Bh2* ±)
(*1.Ne5?! Nxf4 2.exf4 Nf8* ∓)
(*1.Bxh7+!? Kxh7 2.Ng5+ Bxg5 3.Qxh5+ Bh6 4.Bxh6 Nf6!* [*4...gxh6? 5.Qxf7+ Kh8 6.Qg6* =] *5.Qh4* [*5.Qxf7? Re7 6.Qxe7 Qxe7*] *5...gxh6* −+)

❾ 1.Re5+ Kc6 [1...Kc4 2.Rd5! +−] 2.Rd5!
White sacks the rook to set up an x-ray attack.
2...Kxd5 [2...Kd7 3.Rxd2 +−]
3.d7 d1=Q 5.d8=Q+ Ke4 6.Qxd1 +−
(*1.Re1!? dxe1=Q+ 2.Kxe1 Kc6 3.Kf2* =)
(*1.Kxf3? d1=Q+ 2.Ke4 Kc6* −+ *Sometimes the endgame with R + p vs. Q is a draw.* [*See exercise #63* (*7*).] *But here the pawn soon falls. For example:*
3.Ke5 Qd5+ 4.Kf6 Kd7 −+
3.Rf6 Qa4+ 4.Ke5 Qg4!
5.Rh6? Qg5+ −+
5.Re6? Qg5+ 6.Ke4 Qd5+ −+
5.Rf5 Qe2+ 6.Kf6 Kxd6 −+)

❿ Qa4 Qb6 Qc8 Qd2 Qe7 Qf1 Qg3 Qh5
There are 92 solutions to the "8 queen" problem, with 12 basic patterns. The one given here is symmetrical.

Best Move Contest #99 (*page 131*)

❶ 1.Nh6+ Kh8 2.Nxf7+
2...Rxf7 3.Rc8+ Rf8 4.Rxf8#
2...Kg8 3.Nh6+ Kh8 4.Rg7!
4...c1=Q 5.Rg8+ Rxg8 6.Nf7#
4...Rxf6 5.Rg8#

❷ 1.Qxh6+ gxh6 [1...Kxh6 2.Rh3#] 2.Rg7+ Kh8 3.Bg8!
3...Rxg8 4.Rxg8+ Kh7 5.R1g7#
3...Rxb2 [or 3...Qxf2] 4.Rh7#
Black can delay mate by 3...Re7 4.Rxe7 or 3...Ng4 4.R1xg4 or 3...Ng6 4.R1xg6.

❸ 1.Rf4
1...bxa3 2.Rg4+ Kh8 3.Qg7#
1...exf4 2.gxf4
2...bxa3 3.Rg1+ Kh8 4.Qg7#
2...Bxf5 3.Nxf5 bxa3 4.Qg7#
2...Kh8 3.Ng6+!
3...fxg6 4.fxg6
4...bxa3 5.Qxh7# [or 5.g7#]
4...Rf7 5.Bxf7 bxa3 6.g7#
3...Kg8 4.Rg1 [4.Ne5 +−]
4...bxa3 5.Ne7+ Kh8 6.Qg7#
4...hxg6 5.Rxg6#
1...Bxf5 2.Nxf5 bxa3 [or 2...exf4] 3.Qg7#
1...Kh8 2.Ng6+
2...fxg6 3.fxg6 [or 3.Rh4 +−]
2...Kg8 3.Rh4 bxa3 [3...hxg6 4.Qxg6#] 4.Qxh7#
(*1.Ng6? b3* −+ [*1...bxa3* −+])

❹ 1.Rxe6+
1...fxe6 2.Bg6#
1...Be7 2.Qxc5
1...Bxe6 2.Bb5+
2...Bd7 3.Re1+ Be7 4.Qxc5
2...Qxb5 3.Qxb5+

❺ 1.Ne7+
1...Kh8 2.Nxg6+ [2...hxg6 3.Rd2]
1...R8xe7 2.Rd8+ Re8 3.Qf8+ Rxf8 4.Rxf8#
1...R2xe7 2.Qxe7
2...Rxe7 3.Rd8+ Re8 4.Rxe8#
2...Qe4 3.Qxe4 Bxe4 4.Rc7 [or 4.Rd7]
2...Qe6 3.Qxe6 fxe6 4.Rd7 [or 4.Rc7]
2...f6 3.Rd8
3...Bc6 4.Qf8+ Rxf8 5.Rxf8#
3...Rxd8 4.Qxd8+ Kf7 5.Qe7+ Kg8 6.Qf8#
3...h6 4.Rxe8+ Kh7 5.Qd8
2...Bc6 3.Rxc6 Qxc6 4.Rd8
2...Rb8 3.Qd8+ Rxd8 4.Rxd8#

❻ 1.Qxd4+
1...cxd4 2.Bg7+
2...Rxg7 3.Rxe8+ Rg8 4.Rxg8#
2...Kxg7 3.Rxe7+
3...Rxe7 4.h8=Q+ Kf7 5.Rh7#
3...Qf7 4.Rxf7+ Kxf7 5.h8=Q
3...Kh8 4.Rxe8+ Kg7 5.h8=Q+
3...Kf8 4.Rxe8+ Kxe8 5.h8=Q+
3...Kf6 4.Rxe8
1...Kxh7 2.Bg5+ Kg8 3.Qh8+ Kf7 4.Rh7#
1...Re5 2.Rxe5! [2.Qc3 +−]
2...Qxe5 3.Qxe5+ dxe5 4.Bg5
2...Rxe5 3.Bg7+ Kxg7 4.h8=Q+ Kf7 5.Rh7#
2...cxd4 3.Bg7+ Kxg7 4.Rxe8
(*1.Rxe7? Rxe7* ∓)

❼ 1.Qg5
How many times have you given up your queen in this book? I don't want to count!
1...hxg5? 2.gxf3 Bxf3 3.Rfe1 +−
1...Qxc3!
A desperado that keeps things close!
2.bxc3 hxg5 3.Rfd1 ±
2.Qg3!
[A strange desperado line goes 2.Qxh6!? Qd4 3.c3! Qe4! 4.f3 Qe5 5.Qh4 Rh6 6.Rfe1 Rxh4 7.Bxf7+! Rxf7 8.Rxe5 = Figure that one out!]
2...Qxg3 3.hxg3 Rfd8 4.Bd3 ±
2...Qf6 3.Rfe1 ± [3...Rd2 4.Bd3 Qxb2 5.Qe3 Qb4 6.Qe7 Qxe7 7.Rxe7 ±]
2...Qxc4? 3.Qxd6 +−
(*1.gxf3? Rg6+ 2.Kh1 Bxf3#*)
(*1.Qxd6? Qxg2#*)
(*1.Qxb7!? Qxb7* −+ *Two bees and a pawn are not quite enough for a queen.*)
(*1.Bxf7+ Rxf7!* [*1...Qxf7? 2.Qxd6* +−]
2.Qd8+!? Kh7! −+ [*2...Rxd8? 3.gxf3* =]
2.Qxf7+ Kxf7! −+
2.Qg5!? Qc6! [*2...hxg5?* =] *3.Qg3 Rg6* −+)

❽ 1.Bb5
White is impressively lined up on the h-file, and black is totally tied up guarding h7. But how can the white pieces break through? The answer is: through the back door! The sneaky bishop heads for g6, and the black defenders are powerless to stop him.
1...Bd7 2.Rxh7+ Rxh7 3.Rxh7+ Qxh7 4.Qxh7#
1...Nc6 2.Bxc6 Rxc6 3.Rxh7+ +–
1...Nf7 2.Rxh7+ +–
1...Rce7 2.Be8! Bd7 [2...Rxd8 3.Rxh7+]
3.Bxg6 Be8 4.Bxh7 Qf8 5.Bxf5+ Rh7
[5...Kg8 6.Rh8#] 6.Rxh7+ Rxh7
7.Rxh7+ Kg8 8.Rh8+ Kg7 9.Qh7#
1...Bb7 2.Be8 Ba6 3.Bxg6 Bf1 4.Bxh7! Bxh3
5.Bxg8+ Rh7 [5...Kg8 6.Rh8#] 6.Bxh7 Bf1
7.Bxf5+ Kg7 8.Rh7+ Kf8 9.Rh8+ Ke7
10.R4h7+ Nf7 11.Rxf7#
1...Ba6!? [Another sneaky bishop!]
2.Be8? Bf1! 3.Nxh7 [3.Qxf1 Qxe8 ∓]
3...Rxh7 4.Rxh7+ Rxh7 5.Rxh7+ Qxh7
6.Qxf1 Qxh2 =
2.Bxa6! Nc6 3.Qc3 Nxe5
4.Nxh7! [4...Rxh7 5.Qxc7 +–] 4...Rxc3
5.Nf6+ Rh7 6.Rxh7+ Qxh7 7.Rxh7#

❾ 1.g8=Q+ Kxg8 2.Ke6 Kh8 3.Kf7 e5 4.Bg7#
Surprise, surprise!
(1.Ke5? e6! [*1...Kg8? 2.Kf5 e5 3.Ke6! e4*
4.Kf6 e3 5.Bxe3 h5 6.Bg5 Kh7 7.Kf7 +–]
2.Kd6 [*2.g8=Q+ Kxg8 3.Kxe6 Kh8 4.Kf7* ½-½]
2...e5! 3.Kxe5 Kg8 = The black king cannot be forced from the corner.) [Troitzky 1895]

❿ 20
white: king + 9 dark square bishops
black: king + 9 dark square bishops
(More bishops could be added if there were more pawns to promote.)

Best Move Contest #100 (*page 132*)

❶ 1.Qd7+ Bxd7 2.Nd6+ Kd8 3.Nf7+ Kc8
4.Re8+ Bxe8 5.Rd8#

❷ 1.Rh8+ Kxh8 2.Qh2+ Kg8 3.Qh7+
[3.Rh1? f5 –+] [3.Nc5? f5! 4.Nxd7 Rxd7 –+]
[3.Nf6+? Nxf6 4.Rh1 Nh5! 5.Bh7+!
(5.Qxh5? f5 –+) 5...Kh8 6.Qxh5 Bxg4 =]
3...Kxh7 4.Nf6+ Kh8 [or 4...Kh6] 5.Rh1#
(1.Qh2? f5 –+) *(1.Nc5? Qd6* = [*or 1...Qc7* =])
(1.Nxg5? Bxg5+ 2.Qxg5 f5 –+ [*2...Rfe8* –+])
(1.Nf6+? Nxf6 2.Qh2 Nh5!
3.Bh7+ Kh8 4.Qxh5 Bxg4 =
3.Qxh5 f5 4.Qh7+ Kf7 5.gxf5 Ke8!
6.fxe6 Qxe6 =)
(1.Rh7? f6 2.Nxg5! [*2.Qh2 Nf4* –+) 2...*fxe5*
3.Rh8+ Kxh8 4.Rh1+ Kg8 5.Bh7+ =)

❸ 1.Qg6 Whoa!
1...hxg6 2.Ne7#
1...fxg6 2.Ne7+ Kh8 3.Rxf8#
1...Qxg6 2.Ne7+ Kh8 3.Nxg6+
3...fxg6 4.Rxf8#
3...Kg8 4.Ne7+ Kh8 5.Rxh7+ Kxh7
6.Rh1+ Bh3 7.Rxh3+ Rh4 8.Rxh4#
1...Rxd5 2.Qxh7#
1...h6 2.Nf6+ Kh8 3.Qh7#
1...Bf5 2.Ne7+ [or 2.Nf6+] 2...Kh8 3.Rxh7#
1...Qh4 2.Nf6+! Kh8 [2...Qxf6 3.Qxh7#]
3.Qxh7+ Qxh7 4.Rxh7#
(1.Ne7+? Kh8
2.Ng6+ Kg8 3.Ne7+ = perp
2.Rxh7+ Kxh7 3.Rh1+ Qh4 4.Rxh4+ Rxh4
5.Nxc8 Rh6 =
2.Rxf7? Be6+ –+)
(1.Qc2? h6 2.Ne7+ Kh8 3.Ng6+ =)

❹ 1.Rc2
1...Qxc2 2.Qf6+ [or 2.Qe5+] 2...Kg8 3.Qg7#
1...Rxc2 2.Qd8#
1...Qa1 2.Rxd2! [2.Qxd2 +–] 2...Qh1+
3.Rh2 Qf1+ 4.Kh4 Qc4+ 5.Nf4
(1.Rc7? Rh2+ 2.Kg4 Qe2+ 3.Kf4 Rf2#)
(1.Qe7? Rh2+ 2.Kg4 Qe2+
3.Kf4 Rf2+ 4.Kg5 Qh5#
3.Kg5 Rh5+ [*3...Qe5+* –+] *4.Kf6 Rf5#*)
(1.Qf4? [*or 1.Qh6?*] *1...Rh2+* –+)

❺ 1.Rd6
1...Qxd6 2.Qxg4+
[2.Qf5+? Kh6 3.Nxg4+ Rxg4+
4.Qxg4 Qd4+ (*or 4...Qg6*) –+]
2...Kf6 [2...Kh6 3.Nf5# or 2...Kf7 3.Qxg7+]
3.Qxg7+ Kxg7 [3...Ke6 4.Qh6+]
4.Nf5+ Kf6 5.Nxd6 [5...b6 6.Nc8]
1...Nf6 2.Qg2+ [2.Rxe6 +–] 2...Kf7
[2...Kh5 3.Rxe6] 3.Qxg7+ Kxg7 4.Rxe6
(1.Qxg4+? Kf7 –+)
(1.Nxg4? Qb6+ 2.Kh1 Qxd8 3.Nxe5+ Kh6 =)

❻ 1.Qe7+ Qg5 [1...g5 2.Qe1+ Qg3+ 3.Qxg3#]
2.Qe4+

[2.Qb4+ Qg4 3.Qe7+ repeats]
[2.Qe1+? Kg4 3.Qd1+ Kf4 4.Qd2+ Kf5 5.Qd5+ Kf6 6.Qd8+ = Perpetual skewer. See exercise #60 (7).]

2...Qg4 3.Qe3! [3.Qe1+? Kg5 =]
[3.Qe7+ Qg5 repeats]

Back to the same position, but with black to move. And every move loses. Zugzwang!

3...g5 4.Qe1+ [or 4.Qf2+] 4...Qg3+ 5.Qxg3#

3...Qg5 4.Qh3#

3...Qf5 [or 3...Qb4] 4.Qg3#

(*1.Qe1+? Kg5 2.Qe7+ Kf4* [*2...Kh6 3.Qf8+*] *3.Qb4+ = Perpable.*)

(*1.Qf2+? Kg5 2.Qc5+ Qf5* −+)

❼ 1.Re8+ Bxe8 2.Ne7+ Kf8 3.Ng6+

It's stalemate after 3...hxg6 [or 3...fxg6] and white draws by perpetual check if black refuses to capture the knight. 3...Kg8 4.Ne7+ Kh8 5.Ng6+ Kg8 6.Ne7+ ½-½

(*1.Nb6? f6+ 2.Kf5 Bc2+ 3.Ke6 Rc6+* −+)

(*1.Ra7? f6+* −+) [based on Selesniev 1923]

❽ 1.b8=N+

The only move that wins, IF white knows how to mate with a bishop and knight!

(*1.b8=Q? ½-½ stalemate*)

(*1.b8=R? ½-½ stalemate*)

(*1.b8=B? ½-½ Two bishops on the same colour squares cannot checkmate.*)

(*1.Bh2? Kxb7 ½-½ K+B cannot mate.*)

The B+N mate is one of the hardest basic endgames in chess. It can often take 40 moves to win, even with accurate play. The deadline for a draw is 50 moves, so a single slip may throw away the win.

To mate the king, he has to be on a corner square which is the same colour that the bishop is on. In this example, on a1 or h8. The other two corners are "safe".

There are three steps to this mate:

1. Force the black king to the side of the board. This part is easy if the three white pieces work together.

2. Drive the black king away from the "safe corner" to one of the "mating corners". This part is tricky and it is a good idea to memorize the standard technique.

3. Once the black king is near the mating corner, regroup the pieces for the mate. This part is not too hard.

Let's see how the method works!

1.b8=N+ Kb7 2.Bh2 Kb6

Black decides to stay by the "safe corner". In this example, the black king begins near the side of the board, so forcing him to the side (step 1) doesn't take too long.

Black can makes things tougher by heading for the h1 corner! Then it takes longer to force him to the side. 2...Kc8 3.Kb5 Kd8 4.Kc6 Ke7 5.Kd5 Kf6 6.Nd7+ Kf5 7.Ne5 Kg5 8.Ke4 Kh4 9.Kf4 Kh3 10.Bg1 Kg2 11.Bd4 Kh2 12.Kf3 Kh1 13.Nd3 Kh2 14.Be5+ Kh1 15.Nf2+ Reaching a position that is similar to the diagram below, but in the h1 corner.

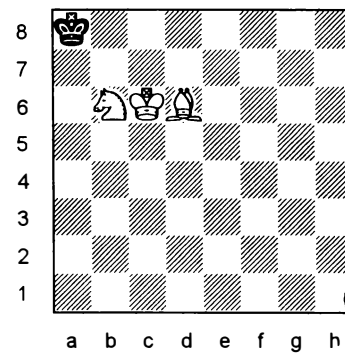
3.Bd6 Kb7 4.Kb5 Ka8

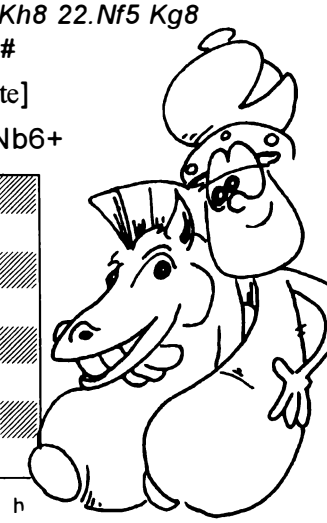
The black king goes to the safe corner.

4...Kc8 5.Kc6 Kd8 6.Nd7 Ke8 7.Ne5 Kd8 8.Bc5 Ke8 9.Kd6 Kf8 10.Ke6+ Kg7 11.Be3 Kf8 12.Kf6 Ke8 13.Bb6 Kf8 14.Nf7 Ke8 15.Ke6 Kf8 16.Bd4 Ke8 17.Bf6 Kf8 18.Nd6 Kg8 19.Kf5 Kf8 20.Kg6 Kg8 21.Be7 Kh8 22.Nf5 Kg8 23.Nh6+ Kh8 24.Bf6#

5.Kc6 [5.Kb6? stalemate]

5...Ka7 6.Nd7 Ka8 7.Nb6+





This lineup of KBN is the standard "starting position" for driving the king from the wrong corner to the right corner (step 2).

7...Ka7 8.Bf4

A "nothing move" that passes the turn to black.

8...Ka6 9.Bb8

The king will be forced one square at a time down the board to his final resting place on a1.

9...Ka5

This is where things get tricky. The black king will try to outrun the white pieces and make a dash for the other safe corner at h1.

White must play the following 4 moves very accurately to prevent the black king's escape. The next 3 moves for white are N-K-N. And then a cool bishop move.

10.Nd5 Ka4

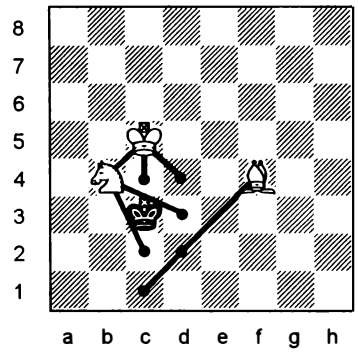
10...Ka6 Going back towards a8 actually makes things easier for white. 11.Nb4+ Ka5 12.Kc5 Ka4 13.Kc4 Ka5 14.Bc7+ Ka4 15.Nd3 Ka3 16.Bd8 Ka4 17.Nc5+ Ka3 18.Kc3 Ka2 19.Kc2 Ka3 20.Ba5 Ka2 21.Bb4 Ka1 22.Nd3 Ka2 23.Nc1+ Ka1 24.Bc3#

11.Kc5 Kb3 12.Nb4!

A very important move that takes charge of the light squares c2 and d3.

12...Kc3 13.Bf4!

The bishop covers the dark squares d2 and c1, and the black king is fenced in.



This formation is the key to mating with B + N. White is now ready for the big finale, driving the black king to the corner square a1. This part of the game is not too hard.

A useful thing to remember is that the white king needs to be on b3 or c2 for the mate (a "knight's jump" from the corner).

13...Kb3 14.Kb5 Kc3 15.Be3 Kb3 16.Bd4 Ka3 17.Kc4 Ka4 18.Bb6 Ka3 19.Nd3 Ka4

19...Ka2 20.Kc3 Ka3 21.Nb2 transposes.

20.Nb2+ Ka3 21.Kc3 Ka2 22.Kc2

The white king reaches his goal.

22...Ka3 23.Bc5+ Ka2

Now that the black king is trapped on the two squares a1 and a2, white just needs to regroup for the mate. The last two moves will be a knight check on c1, and then a bishop check on the long diagonal.

24.Nd3 Ka1 25.Bb4

White "passes the turn" again, which is often necessary in this ending.

25...Ka2 26.Nc1+ Ka1 27.Bc3# *Tada!*

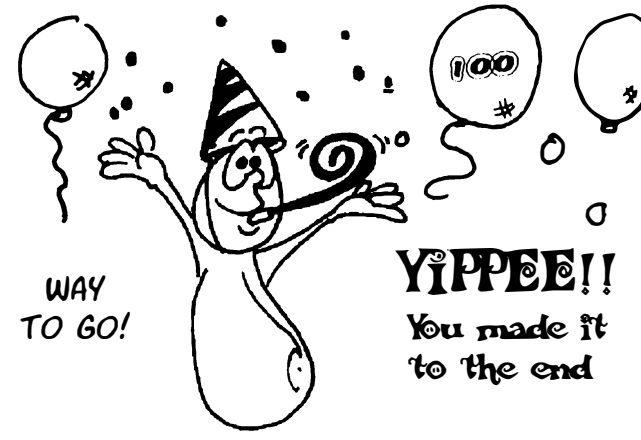
❾ 1. Ke1

A long narrow road to victory begins with this weird looking move. But chess is weird!

1. . . .	Kc4	[1...Ke4 2.Ke2 Kd5 3.Kd3 +−]
		[1...Ke5 2.Kd2 Ke4 3.Ke2 +−]
2. Kd2		[2.Ke2? Kc3! 3.e4 Kd4 4.e5 Kxe5 5.Ke3 Kd5 6.Kf4 Kd4 =]
2. . . .	Kb4	[2...Kd5 3.Kd3 Ke5 4.e4 +−]
3. Kd3		[3.e4? Kxa4! −+]
3. . . .	Kxa4	
4. Kc4		[4.e4? Kb5 −+]
4. . . .	Ka3	
5. e4	a4	[5...Kb2 6.Kb5 +−]
6. e5	Kb2	
7. e6	a3	
8. e7	a2	
9. e8=Q	a1=Q	
10. Qe2+!		[10.Qe5+? Ka2 11.Qxa1+ Kxa1 12.Kd4 Kb2 13.Ke4 Kc3 14.Kf4 Kd3 15.Kg5 Ke3 16.Kxh5 Kf3 17.Kg5 Kxg3 18.h5 Kf3 19.h6 g3 20.h7 g2 21.h8=Q g1=Q+ =]
10.	Ka3	[10...Kc1 11.Qe1+ Kb2 12.Qd2+]
		[10...Kb1 11.Kb3! +−]
11. Qd3+!	Kb2	[11...Ka2 12.Qb3#]
		[11...Ka4 12.Qb3+ Ka5 13.Qb5#]
12. Qd2+	Kb1	[12...Ka3 13.Qb4+ Ka2 14.Qb3#]
13. Kb3!	+−	[See exercises #27, #42.]

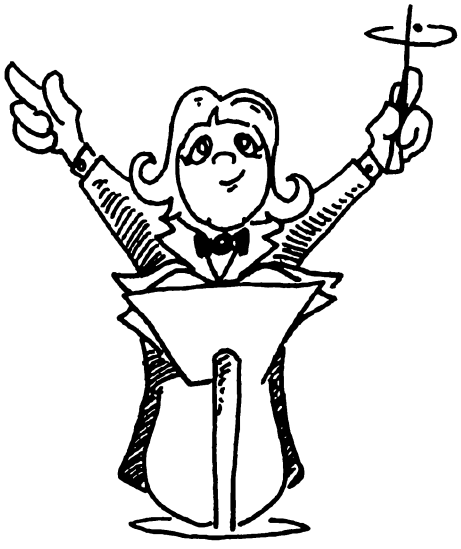
(1.Ke2? Ke4 2.Kd2 [2.Kf2 Kd3 −+] 2...Kf3 −+)
(1.Kf2? Kc4! 2.Ke2 Kc3 3.e4 Kd4 4.e5! Kxe5 5.Ke3 = [5...Kd5 6.Kf4 Kd4! (6...Kc5? 7.Kg5 +−) 7.Kg5 Ke3 8.Kxh5 Kf3 9.Kg5 Kxg3 10.h5 Kf3! =])

❿ Computers are still a long long way from "solving chess". The number of possible games is too incredibly large. The most likely answer to this question is that black can draw. White does have an advantage in the initial setup because of the first move, but there is a "margin of draw" in many basic endgames, where an extra pawn is frequently not enough to win, often because of a stalemate defence.



LILY'S PUZZLERS

SOLUTIONS



HI BOYS AND GIRLS!

I'm Lily Pawn. I hope you enjoy my chess puzzles. They are different from the other exercises in the book because they are not *game positions*. These problems were specially *composed* to show you some interesting idea. Or just to be fun!

In most of the puzzlers, there are several ways to win, but only one move that mates or forces mate in 2. Don't be surprised if it is hard to find or looks a little crazy!

For all my pals who can't get enough chess puzzles, we've included some extra bonus problems here in the solution pages. They have the same "*theme*" as the other puzzles. Answers are given at the end (*page 240*).

Good luck, everybody!

❶ *page 21*

a. 1.Qaa7#

b. 1.Qg8 Nxd2 [or 1...Ne3]
2.d5#
Hi

Here are some more puzzles with lots of queens. You need to set the positions up on a board. Sorry, we didn't have enough room for diagrams.

a2. *mate in 1*
white: Ke1 Qf4 Qf6
black: Ke8

a3. *mate in 1*
white: Kg1 Qb4 Qg5 Qg8
black: Kc6

a4. *mate in 1*
white: Ka1 Qa7 Qb8 Qd8 Qg8
black: Kf5

a5. *mate in 1*
white: Kg1 Qa1 Qa7 Qe2 Qh2 Qh8
black: Kd5

a6. *mate in 1*
white: Kh2 Qa8 Qb8 Qc8 Qh4 Qh6 Qh8
black: Kd1

a7. *mate in 1*
white: Ke1 Qa4 Qa8 Qb1 Qc1 Qc2 Qg1 Qh4
black: Ke5

a8. *mate in 1*
white: Kb2 Qa1 Qa5 Qb8 Qc7 Qg1 Qg7 Qh2 Qh8
black: Ke4

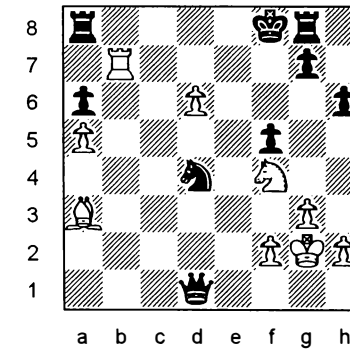
a9. *mate in 1*
white: Kc2 Qa2 Qa8 Qb1 Qb3 Qb7 Qd1 Qg8 Qh1 Qh7
black: Ke5

❷ *page 37*

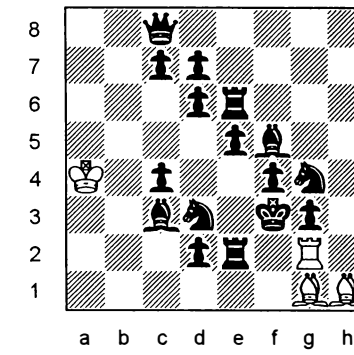
a. 1.dxe8=N#

b. 1.Ke4+ Ke6 2.Kf4#

b2. *mate in 2*



b3. *mate in 12* (*White 1924*)



❸ *page 49*

a. 1.Qe4#

b. 1.Qb6
1...Kc8 2.Be6#
1...Ke7 2.Qc7#

Are you ready for more fun with queens and bees?

b2. *mate in 2* (*Fulpius 1968*)
white: Kc4 Qe4 Bh4
black: Kf1

b3. *mate in 2* (*Conroy 1850*)
white: Ke7 Qe2 Be3
black: Kf5

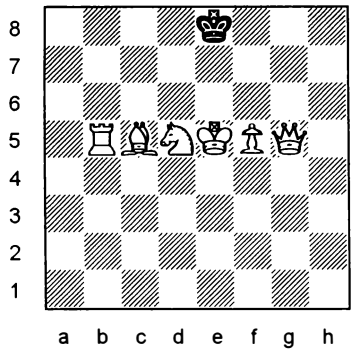
b4. *mate in 2* (*Dehler 1923*)
white: Ka5 Qe5 Bg1
black: Kb7

❹ *page 57*

a. 1.Ng3#

b. 1.Qb7 Kxg5 2.Qg7#

a2. *mate in 1*



a3. *mate in 1*

white: Kg5 Qf5 Rc5 Be5 Nd5 b5 (pawn on b5)

black: Ke8

a4. *mate in 1*

white: Ke5 Qg5 Rf5 Bd5 Nb5 c5

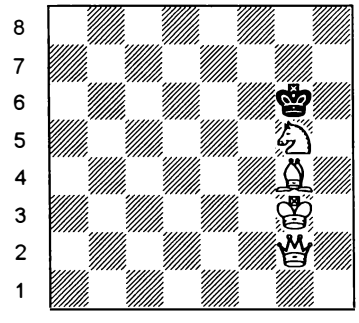
black: Ke8

a5. *mate in 1*

white: Ke5 Qd5 Rf5 Bc5 Ng5 b5

black: Ke8

b2. *mate in 2*

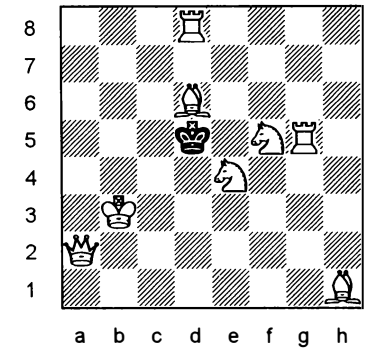


❺ *page 65*

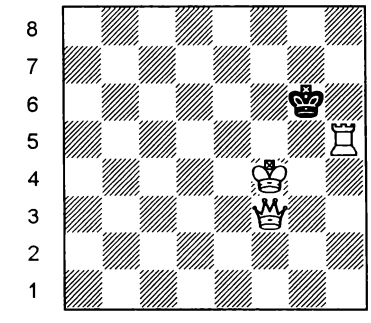
a. 1.Be6#

b. 1.Rd6 Kf5 2.Qd5#

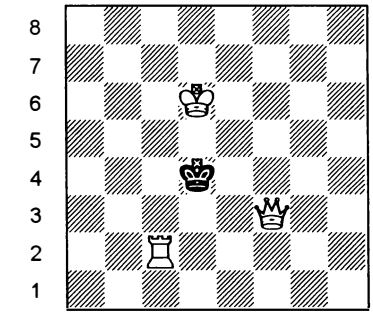
a2. *mate in 1*



b2. *mate in 2* (*Jesperen 1880*)



b3. *mate in 2* (*Carpenter 1873*)

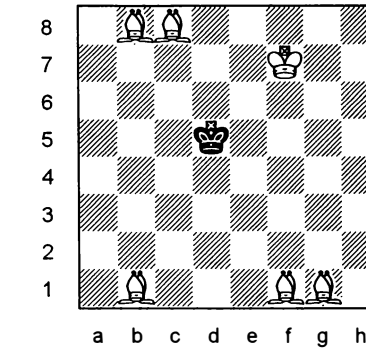


❻ *page 77*

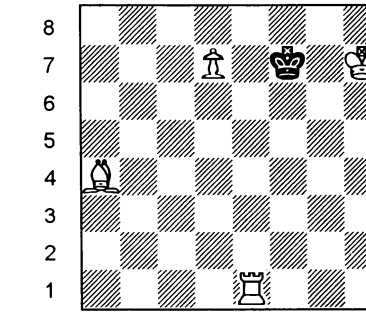
a. 1.Neg5#

b. 1.e8=N+ Ke6 2.d8=N#

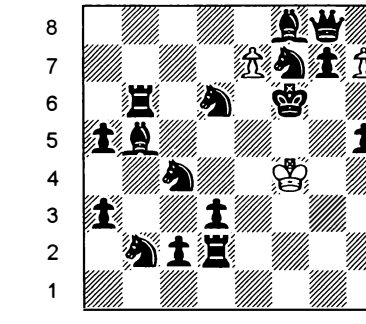
a2. *mate in 1*

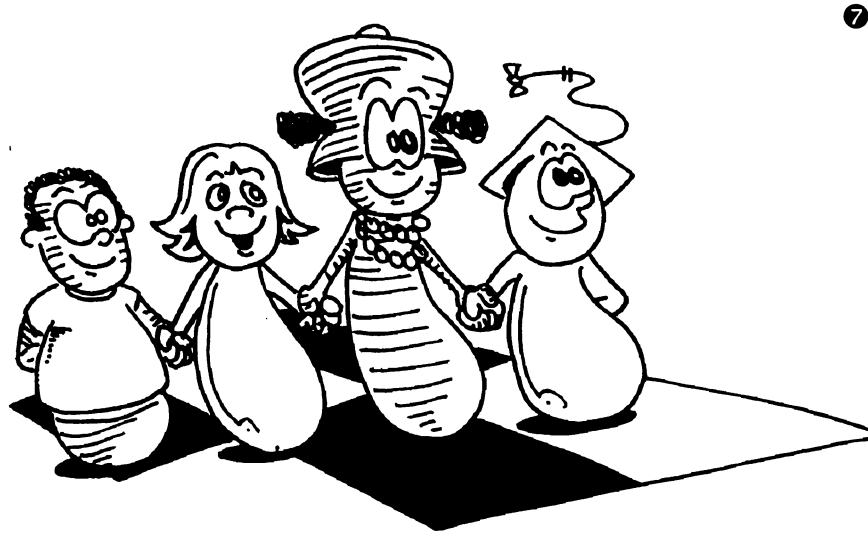


b2. *mate in 2*



b3. *mate in 8*





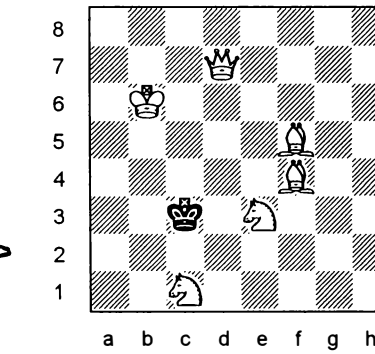
❼ *page 87*

a. 1.Qa4#

b. 1.Rf6 Kxf6 2.Bd4#

The Arrow

b2. *mate in 2*

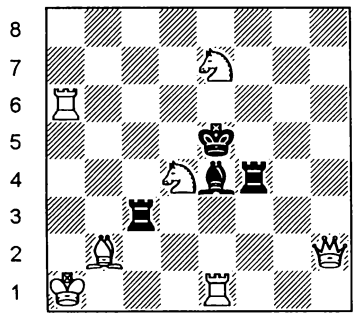


❽ *page 95*

a. 1.Qe5#

b. 1.Rhg7
1...Ke8 2.Rg8#
1...Kc8 2.Ra8#
1...Nf7 [1...Nc8] 2.Rg8#
1...Nb7 [1...Ne8] 2.Ra8#
This chess problem was composed by someone known as "Bonus Socius" in the year 1266. WoW!
(*1.Ke2?* [*1.Kc2*] *1...Nf7!*)
(*1.Kd4?* [*1.Kc3*] *1...Nb5+*)
(*1.Ke3? Nf5+*)

a2. *mate in 1*

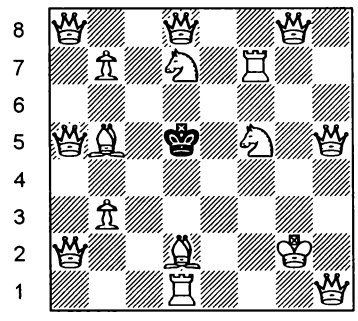


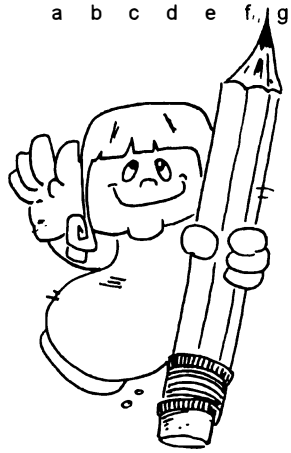
❾ *page 105*

a. 1.Nde3#

b. 1.Qc5+ Nxc5 2.Bb2#
The Knight Cross

a2. *mate in 1*



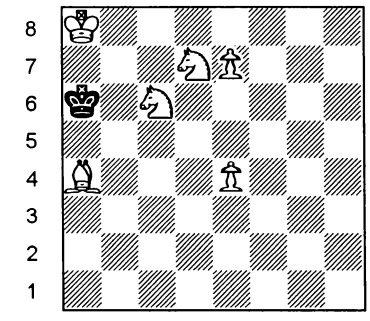


❿ *page 111*

a. 1.Qa8#

b. 1.Bh4 *The box opens.*
1...Ke5 2.Bg5 Kxd4
3.Bf6# *The box closes.*
The Box

b2. *mate in 3*



⓫ *page 121*

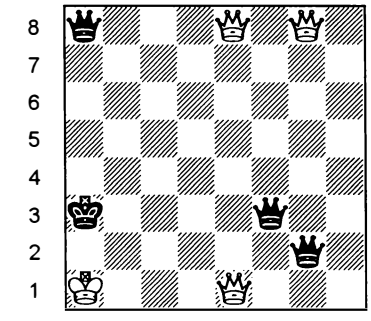
a. 1.Qh8#

b. 1.Qf3
1...cxd3+ 2.Kf2! d2
3.Qxg2#
1...c3 [or 1...b4] 2.Kf2!
1...Kg1
2. Qe3+ Kh1
3. Qe4 Kg1
[3...cxd3+ 4.Kf2]
4. Qd4+ Kh1
5. Qd5 Kg1
6. Qc5+ Kh1
7. Qc6 Kg1
8. Qb6+ Kh1
9. Qb7 Kg1
10. Qa7+ Kh1
11. Qa8 Kg1*
12. Qa1#

**or* *11. ... cxd3+*
12. Kf2 d2 [*or 12...b4*]
13. Qxg2#

The Queen's Staircase
(*1.dxc4? g1=Q 2.cxb5* =)

a2. *mate in 1*



⓬ *page 133*

a. 1.hxg6 e.p.#

In chess problems, we can only capture *en passant* if we can prove that black just played a pawn move which allows it.

In this puzzler, black's last move had to be pawn from g7 to g5, because there was no other legal move. Let's look at the different possibilities.

The g-pawn could not have moved from g6, or else the white king would have been in check with black to move.

The black b-pawn is still on its starting square.

The black bishop and rook did not move last turn since both these pieces are totally blocked.

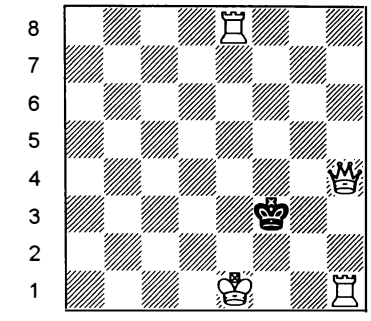
The black king didn't move from g6 because he would've been next to the other king. And he could not have moved from g7 either, because then he would have been in an impossible check by the Bh6, since that bishop had no way to get to h6 on the previous turn.

So the only possible move was ...g7-g5, which means that white can capture (and mate) en passant!

This type of problem, where we have to figure out what happened earlier, is called *retrograde analysis*.

b. 1.Rxf4+ exf4 2.Qxe6#
Peace

a2. *mate in 1*



LILY'S PUZZLERS

Bonus Solutions

Answers to the extra problems given on the solution pages

❶ a2. 1.Qa4#
a3. 1.Qc8#
a4. 1.Qah7#
a5. 1.Qha8#
a6. 1.Qf3#
a7. 1.Qe7#
a8. 1.Qe2#
a9. 1.Qg5#

❷ b2. 1.d7+ Kf7 2.d8=Q#
b3. 1.Rf2+ Ke3 2.Rf3+ Ke4
3.Re3+ Kd4 4.Re4+ Kd5
5.Rd4+ Kc5 6.Rd5+ Kc6
7.Rc5+ Kb6 8.Rc6+ Kb7
9.Rb6+ Ka7 10.Rb7+ Ka8
[*10...Ka6 11.Ra7#*]
11.Ra7+ Kb8 12.Ra8#
The amazing power of double check!

❸ b2. 1.Qg6 Ke2 2.Qd3#
b3. 1.Qc4
1...Ke5 2.Qe6#
1...Kg6 2.Qf7#
b4. 1.Bh2
1...Kc6 2.Qb5#
1...Ka7 2.Qb8#
1...Kc8 2.Qc7#

❹ a2. 1.Qe7#
a3. 1.Rc8#
a4. 1.Bc6#
a5. 1.Rf8#
b2. 1.Qb2
1...Kxg5 2.Qg7#
1...Kh6 2.Qf6#

❺ a2. 1.Nc5#
b2. 1.Qb7
1...Kxh5 2.Qh7#
1...Kf6 2.Rh6#
b3. 1.Qh3 Ke4
2.Rc4#

❻ a2. 1.Bb7#
b2. 1.d8=B Kf8 2.Rf1#
b3. 1.hxg8=N+
1...Kg6 2.exf8=N#
1...Ke6
2.exf8=N+ Kd5
3.Ne7+ Kc5
[or 3...Kd4 4.Ne6+ Kc3 5.Nd5+ Kb3 6.Nc5+]
4.Ne6+ Kc3
5.Nd5+ Kb3
[5...Ka4 6.Nc5#]
6.Nc5+ Ka2
7.Nc3+ Ka1
8.Nb3#
How is that for a knight tour?

❼ b2. 1.Qd4+ Kxd4 2.Ne2#
The Question Mark

❽ a2. 1.Nf3#

❾ a2. 1.Re7#

❿ b2. 1.Bb3 Kb5 2.e8=N
2...Kxc6 3.Ba4#
2...Ka6 3.Nc7#
[or 3.Bc4#]
The Bigger Box

⓫ a2. 1.Q1e7#

⓬ a2. 1.0-0#
In chess problems, we are allowed to castle, unless we can prove that castling is illegal (for example, showing that the king or rook already moved). In this puzzler, there is no proof that the white king or rook on h1 moved before, so we can castle (and mate).

FINAL NOTES

Yes, it's another book called "Winning Chess ..." Not a great title, though it is descriptive. These exercises will help kids win at chess. But enjoying the game is more important than winning. I hope my book teaches that as well.

Teachers should find the exercise sheets a useful resource. They are ideally suited for homework assignments. The focus is on tactics, but the inclusion of a strategic problem and an ending on each sheet makes for a complete program of study. Although the book can be used on its own, it was written as a companion volume to *Winning Chess Strategy For Kids.*

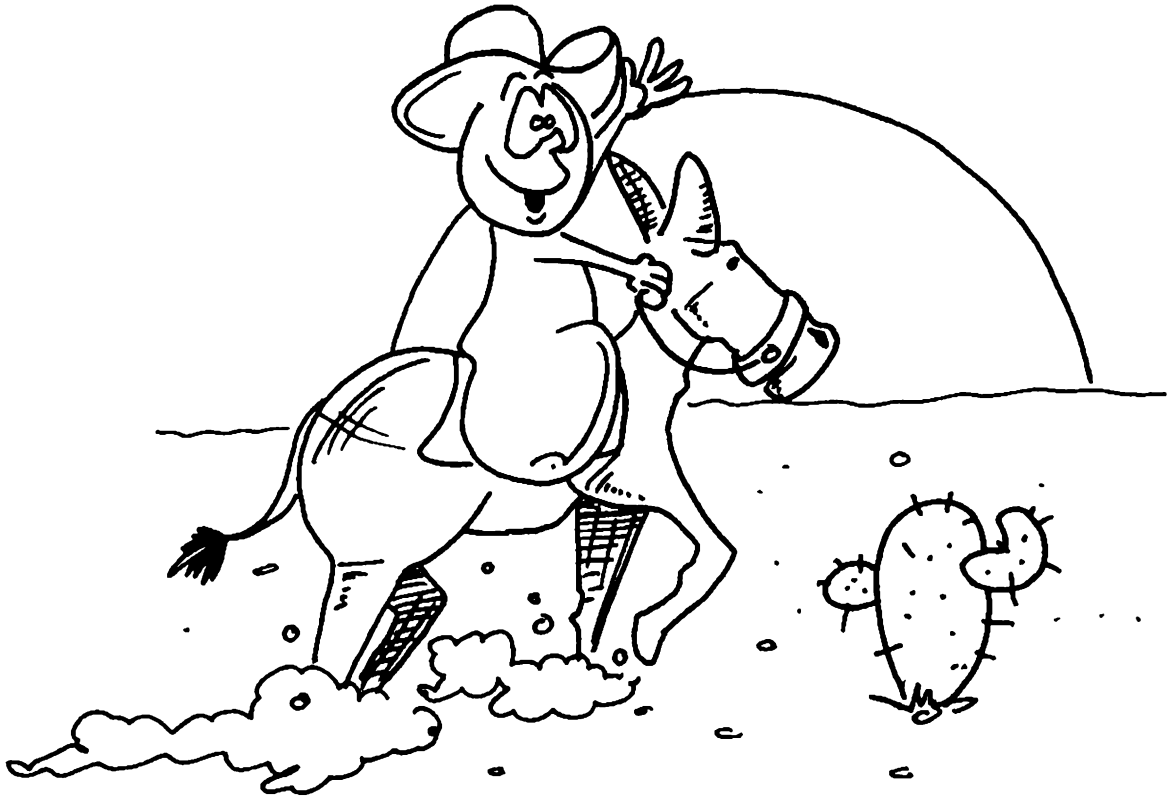
The material is based on the worksheets I created for my students over the last fifteen years, but the positions are new. The majority of the examples are original compositions. Others were taken from various sources and altered, usually beyond recognition. Changes were made in order to clarify the solution, eliminate needless complications, adjust the level of difficulty, or otherwise make them more instructive. The general goal was to put the winning idea into a new setting.

Most of the artwork appeared previously in *Scholar's Mate*. As always, merci beaucoup to Antoine Duff.

Thanks to family and friends for seeing me through this project. Special thanks to Larry Bevand for his patience, Dale Davis and Ian Howard for their generosity, and Fred Nader for his expertise.

The name *Best Move Contest* originated in the Saturday morning classes I taught at Bloor Collegiate in the early 90's. The student with the top score actually won a prize!

Jeff Coakley
Toronto, January 1, 2004



HAPPY TRAILS!

REMARKS ON SECOND EDITION

Thanks to everybody who has made *Winning Chess Exercises For Kids* successful, especially the readers. Although this edition is essentially the same as the first, the opportunity was taken to make a few corrections and some small improvements. Five changes to the diagrams are worth noting: #22-5 (added black B on d6), #44-9 (new but similar position, to eliminate an alternative draw), #82-9 (placed black K on f5), #87-1(added white B on d5), #94-8 (placed white K on h1).

Chess exercises vary greatly in degree of difficulty. Finding the appropriate level for students is important. Problems should be hard enough to challenge them but also easy enough to keep them encouraged. The material in this book will be too difficult for many children. It is intended as a "second level" course. Young players with little experience should begin their studies with more basic tactical exercises, like those in *Winning Chess Puzzles For Kids*. Working through that "first level" material is good preparation for the more advanced exercises in this book.

WINNING CHESS EXERCISES FOR KIDS is a fun and comprehensive workbook written for children ages 7 to 13. Full of original material and entertaining artwork, it's the ideal study guide for developing skill at the royal game. Parents and teachers are sure to like it too.

The main part of the book consists of 100 exercise sheets with nine diagrams each. The positions include forced checkmates, combinations that win material, defensive and general strategic problems, as well as endgames. The extensive solution pages give detailed analysis of both correct and incorrect moves. Important concepts are explained in clear and simple language.

Although it can be used independently, this book was designed as a companion to the author's *Winning Chess Strategy For Kids* and *Winning Chess Puzzles For Kids*. Taken together, they provide a complete course of instruction for the aspiring young player.

Jeff Coakley is a nationally rated chess master and one of Canada's leading coaches. He has been teaching chess to young people for 20 years, in Toronto and Halifax, as well as on the internet. Many of his students have been national champions and competed successfully in international youth events. He is also the editor of Scholar's Mate magazine and an active organizer of children's chess tournaments.

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